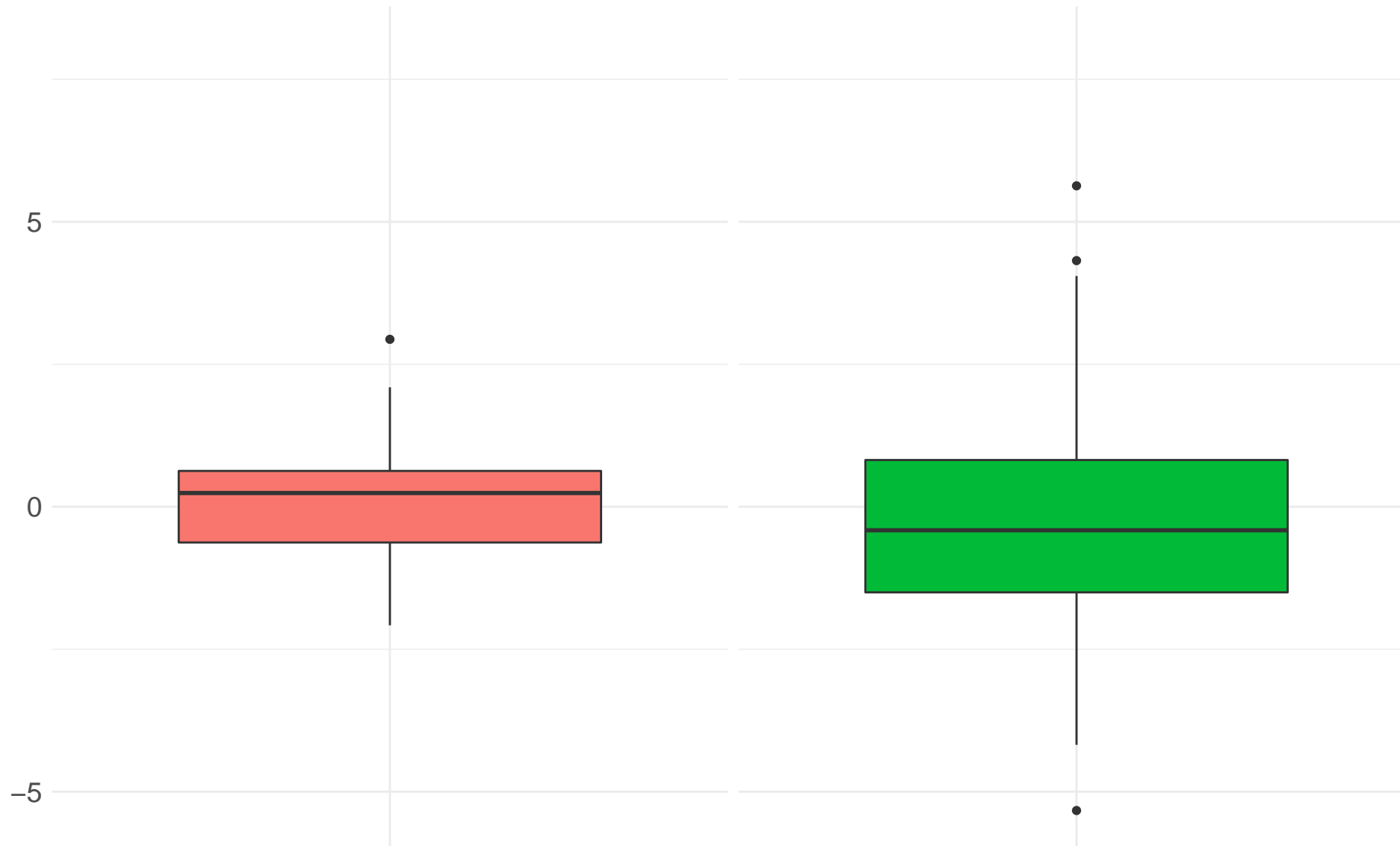


# Distribución normal

Media 0, ds=1



Media 0, ds=2



Media 5, ds=1

