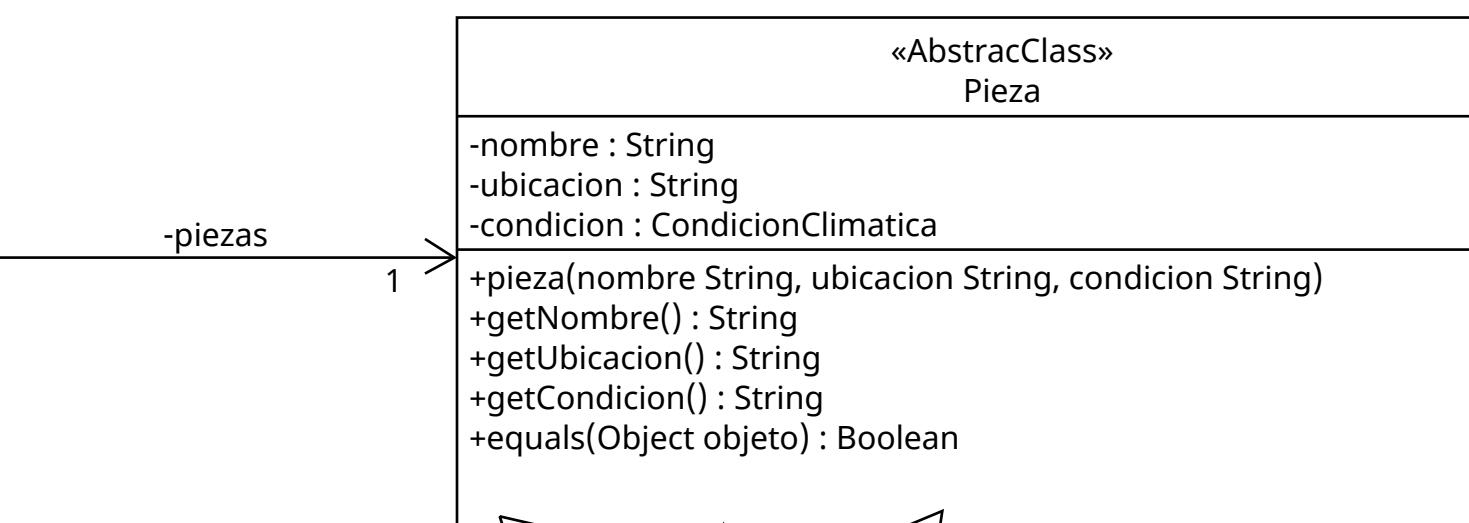
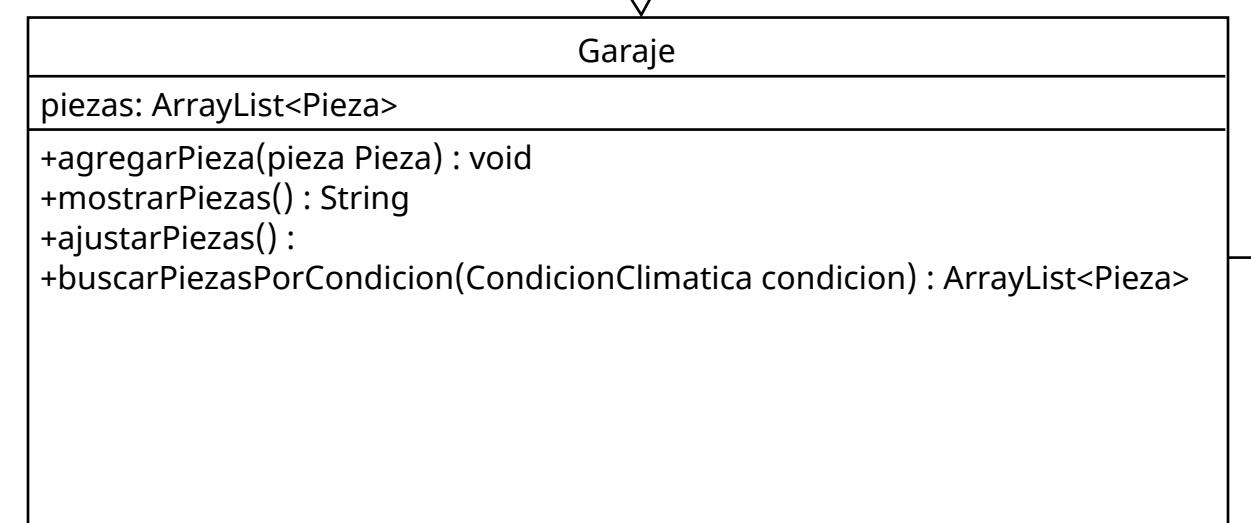
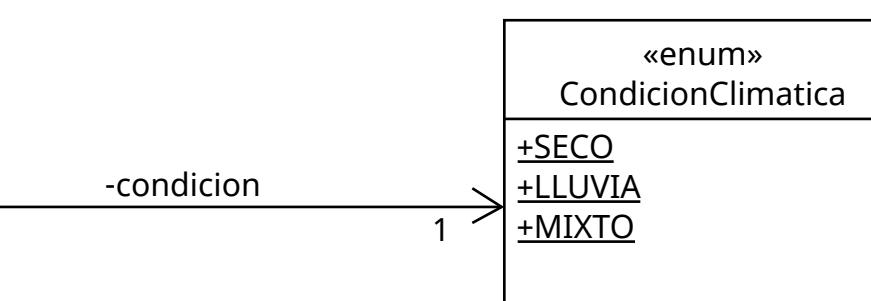


throws piezaDuplicada



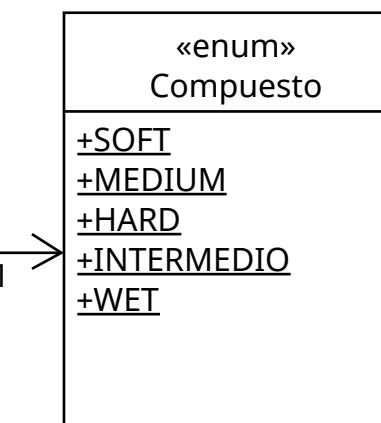
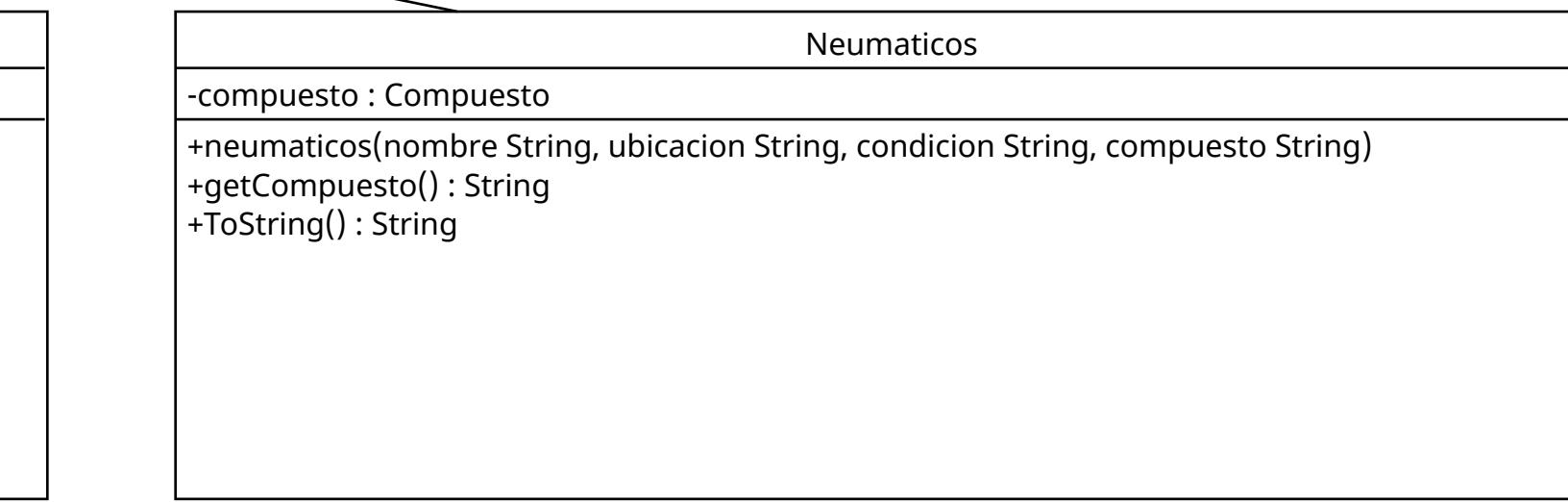
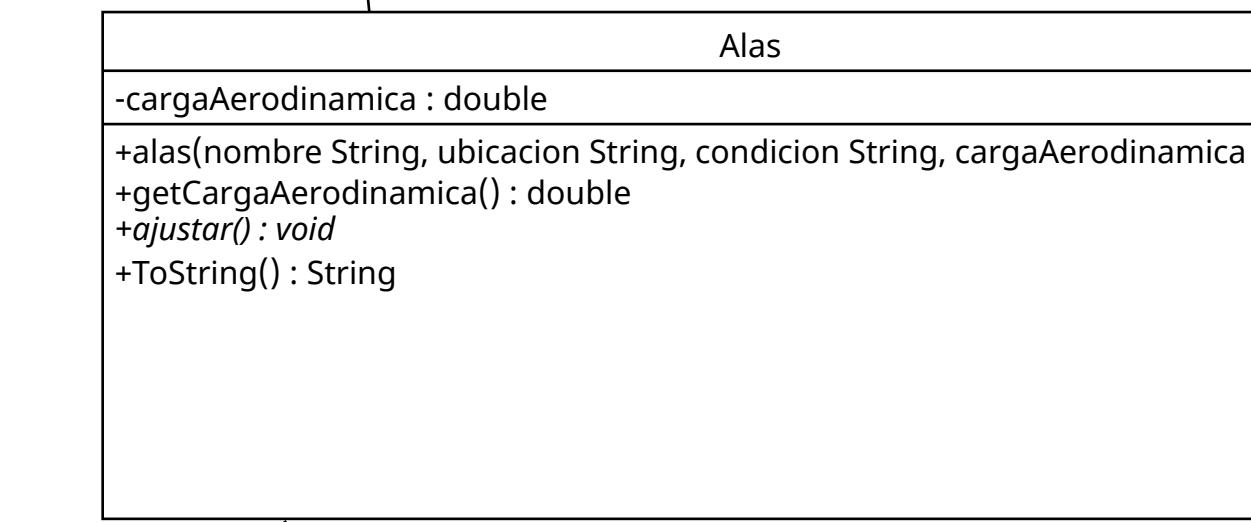
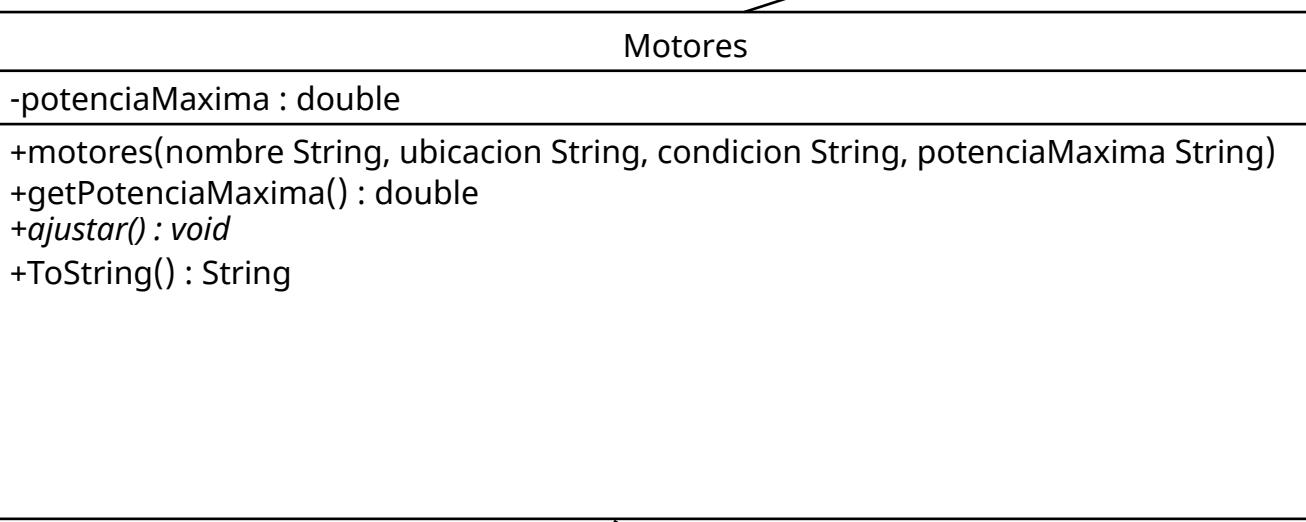
-piezas

1



-condicion

1



1

