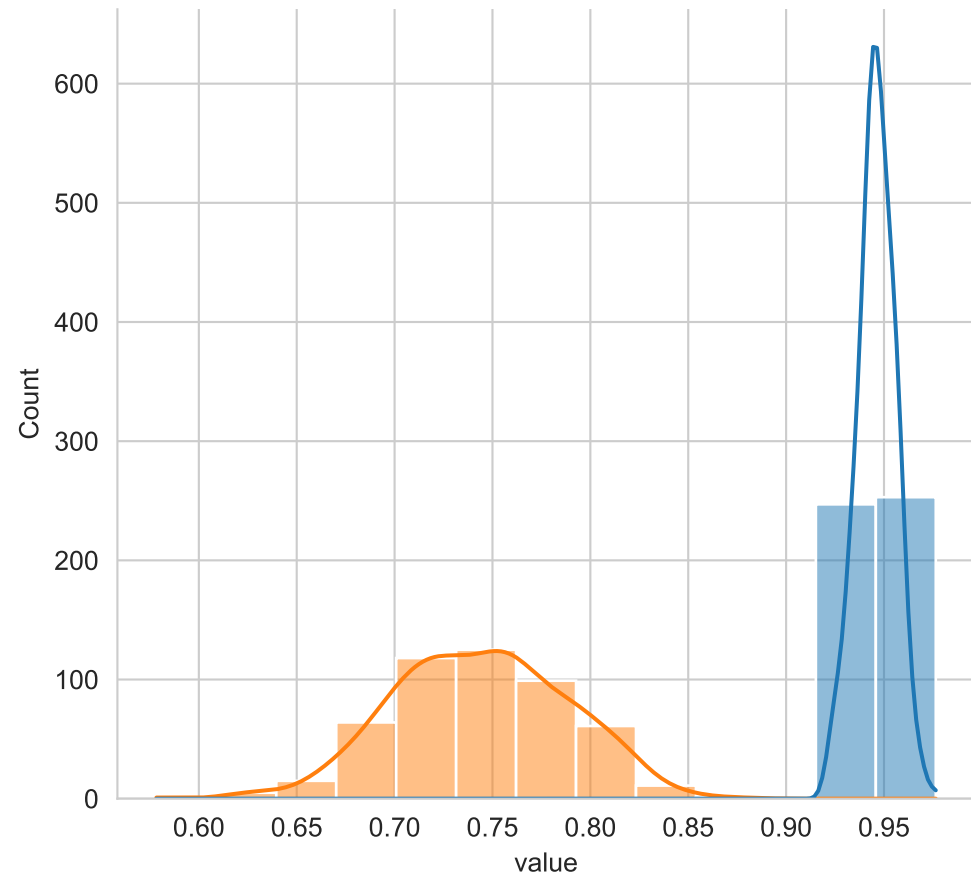


Tipo = BoW



Tipo = Dense

