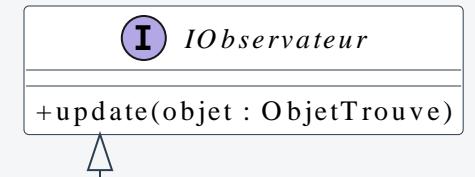
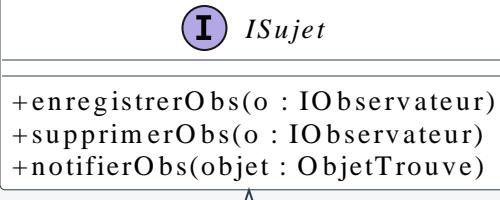


Pattern_Observer



Controleur

