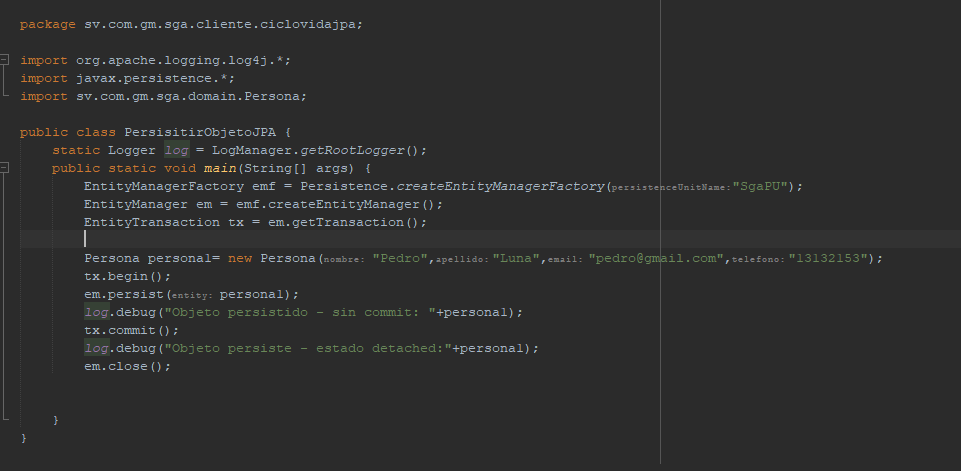
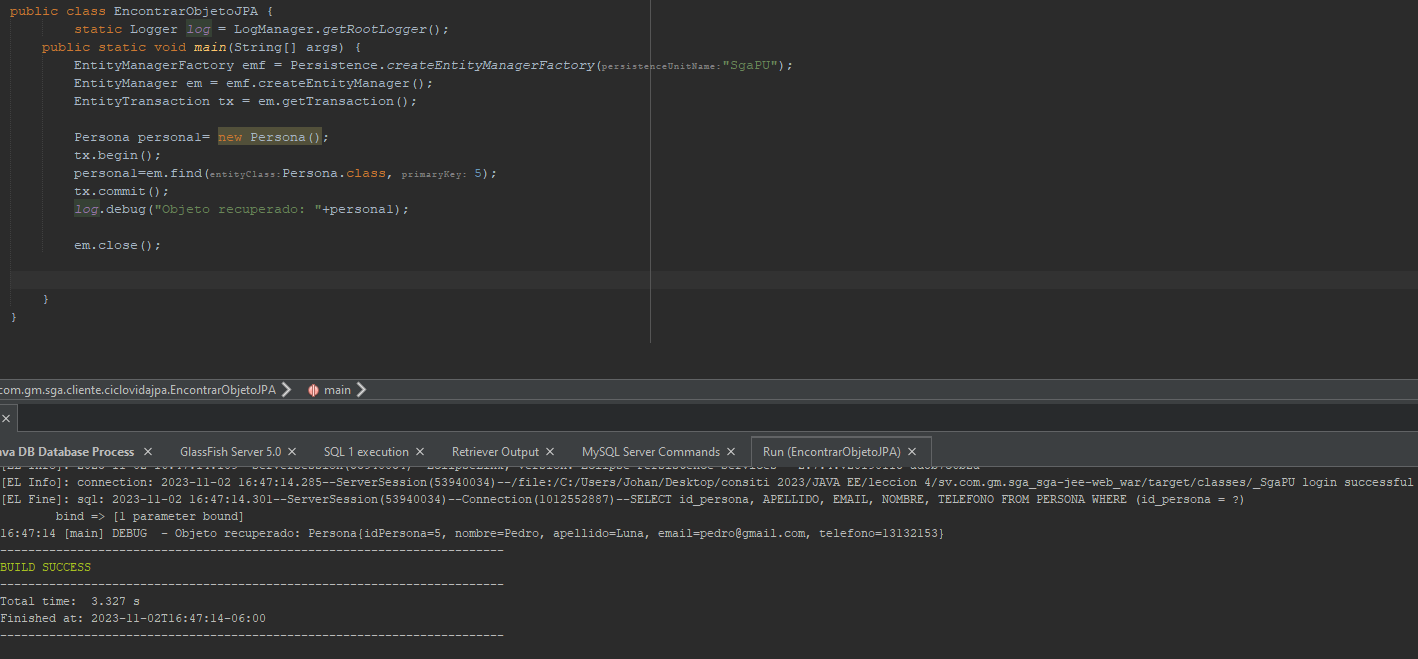
**Persistir un objeto (insert)**

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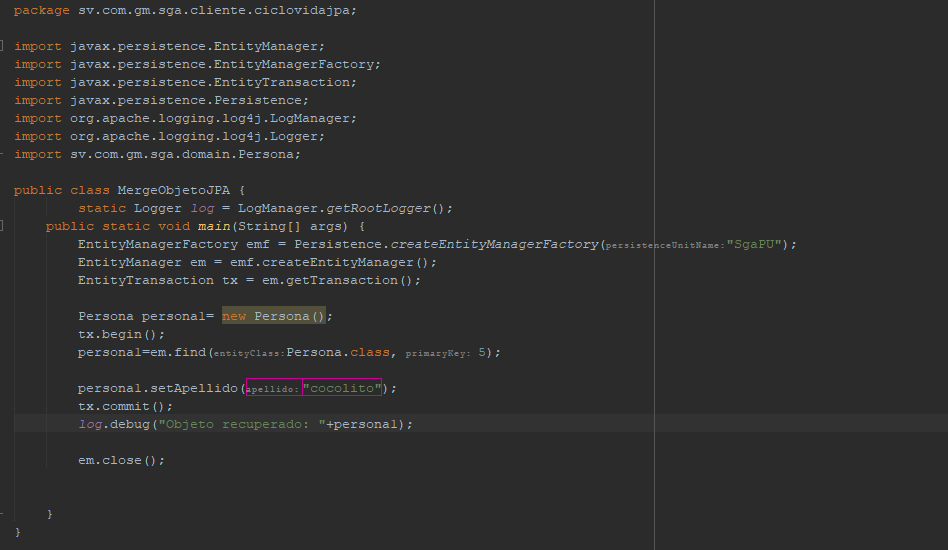
**Persistence**

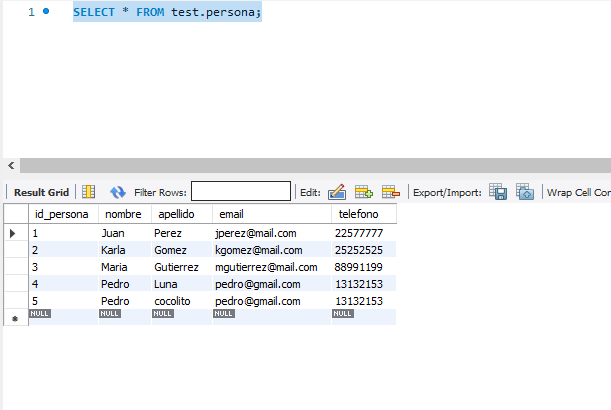
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**Recuperar objeto:**

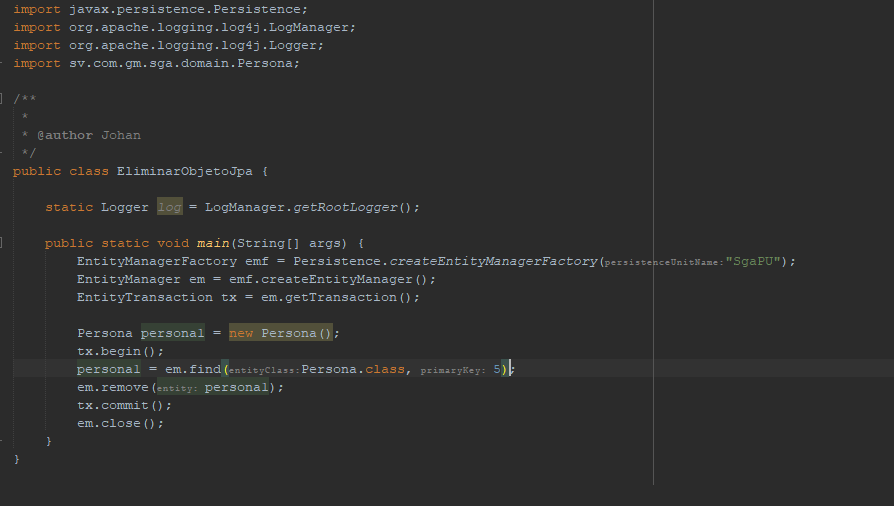
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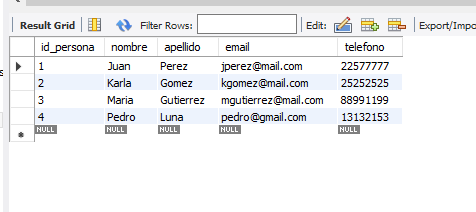
**Update objeto:**

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**Eliminar objeto:**

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