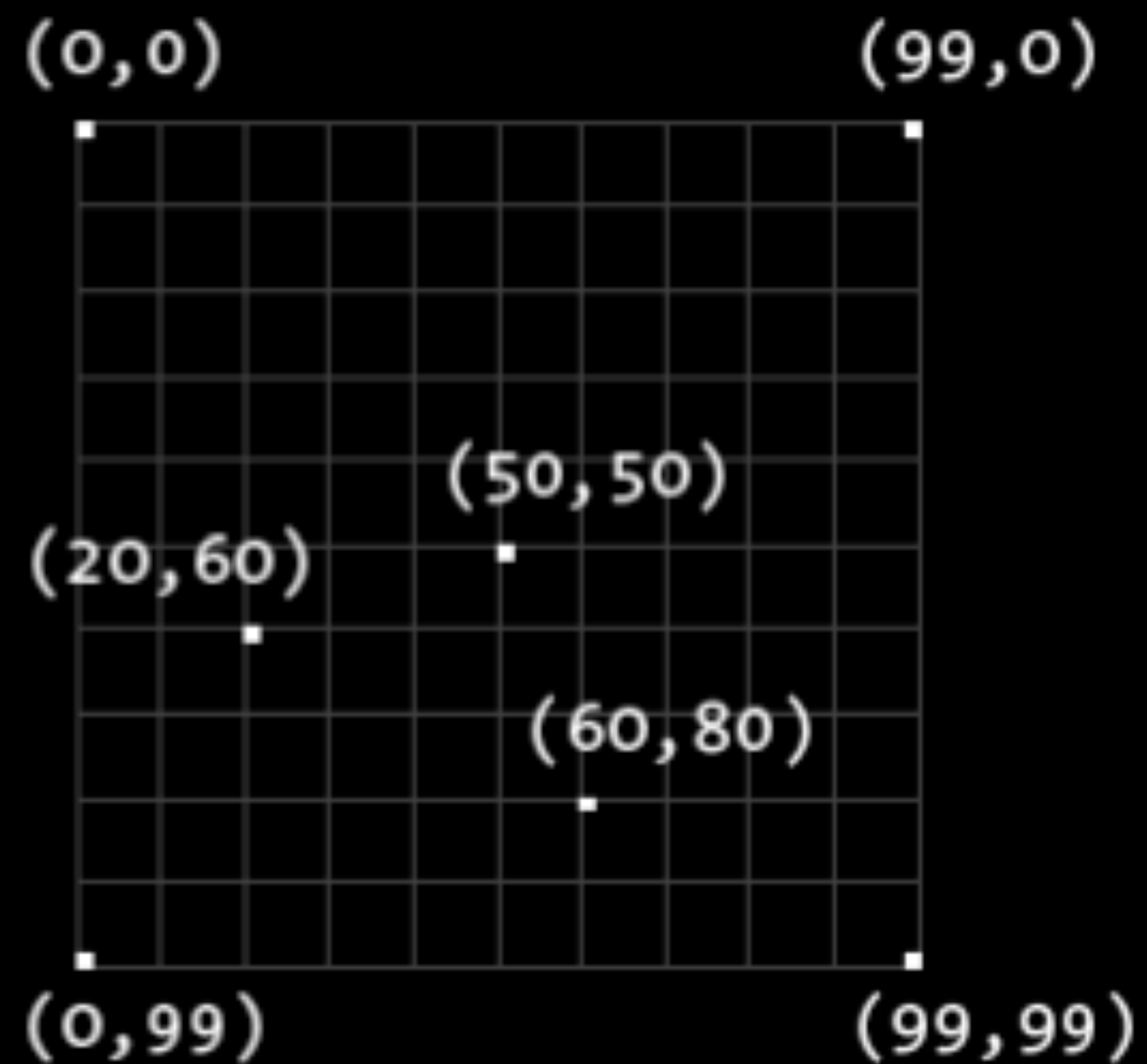
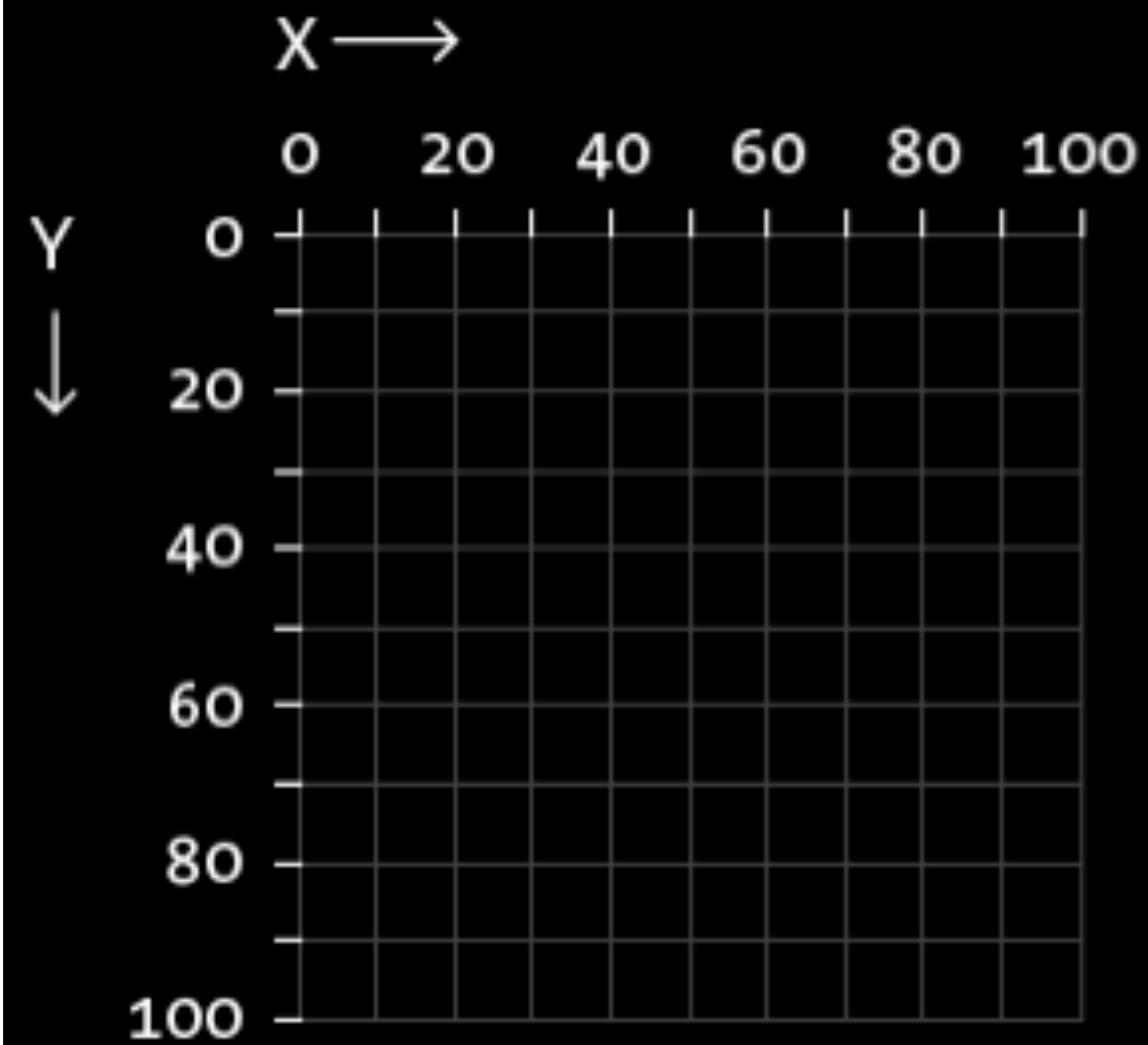
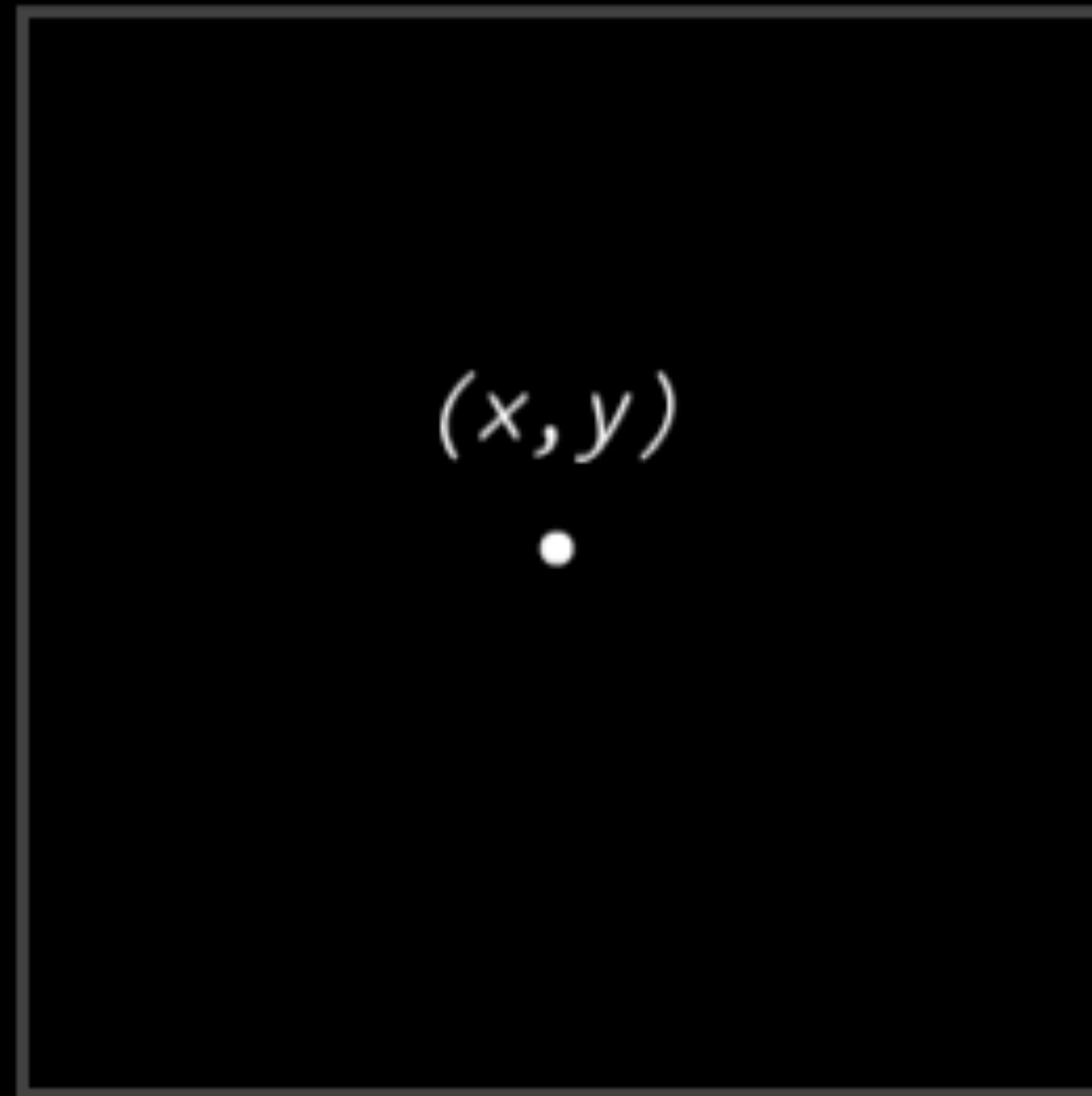




coordenadas (x,y);



**point();**



*point(x, y)*

# Coordenadas (x,y);

