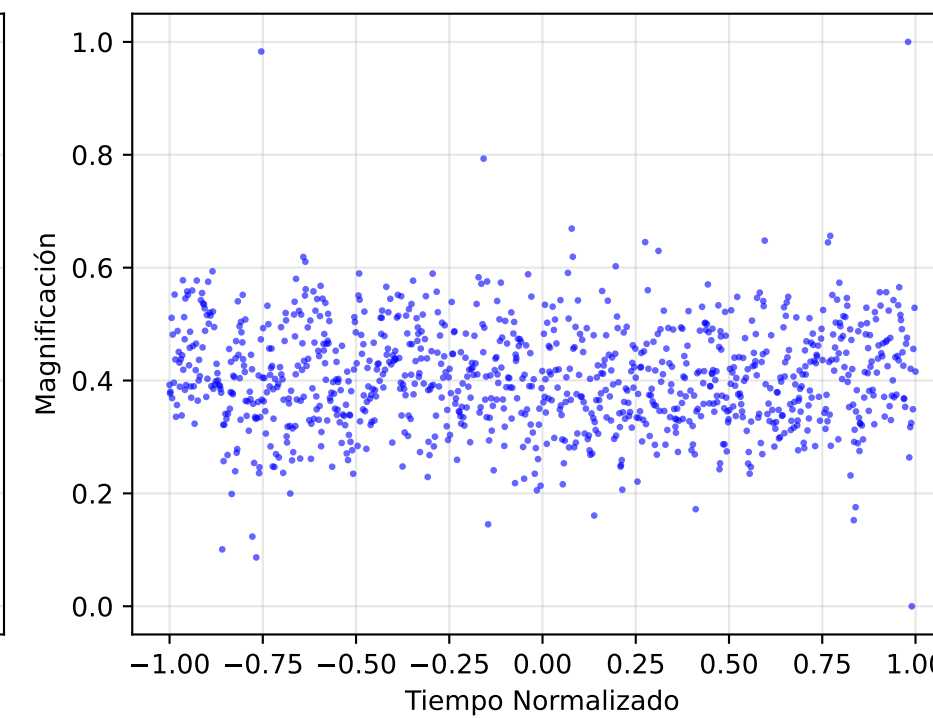
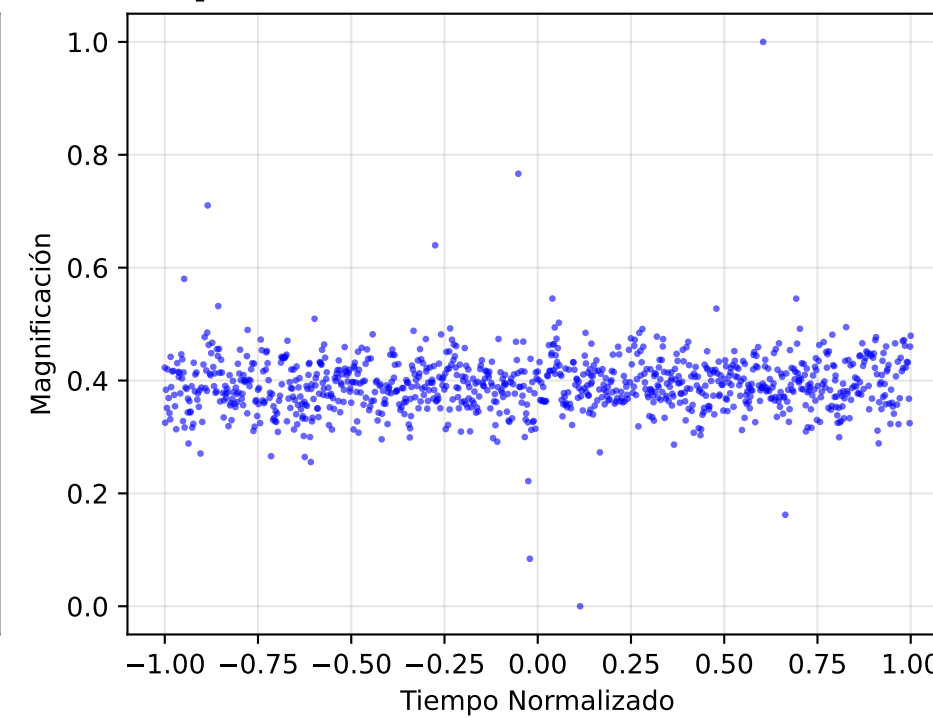
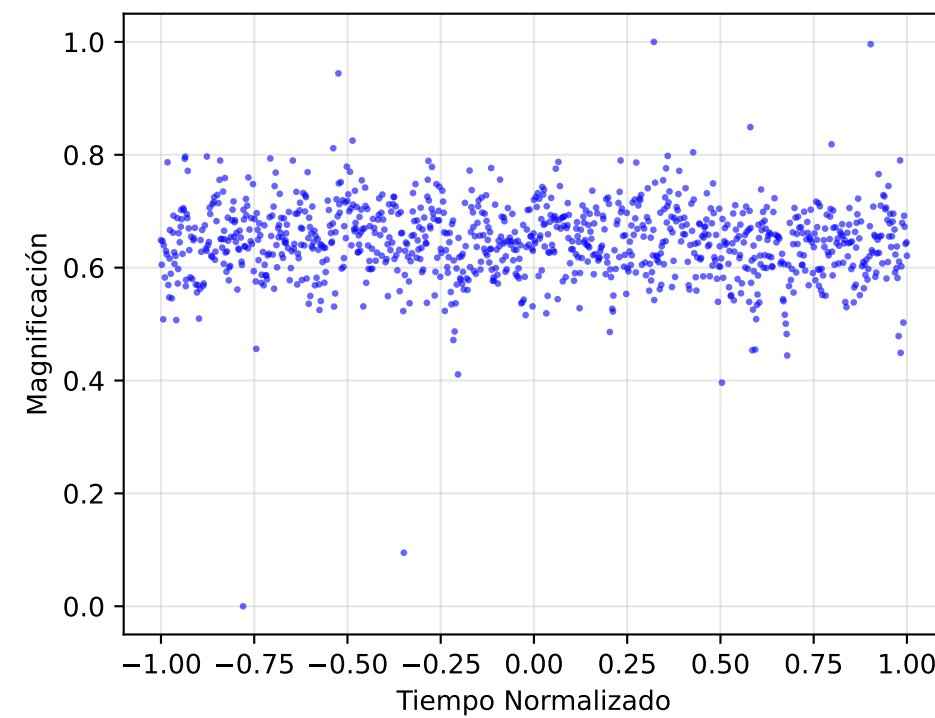
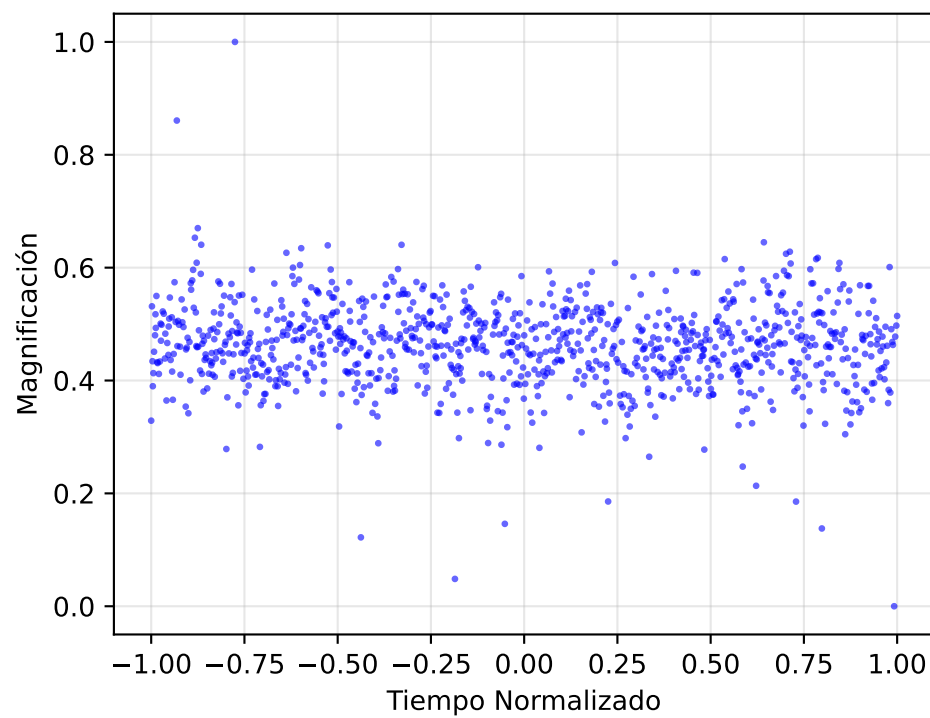
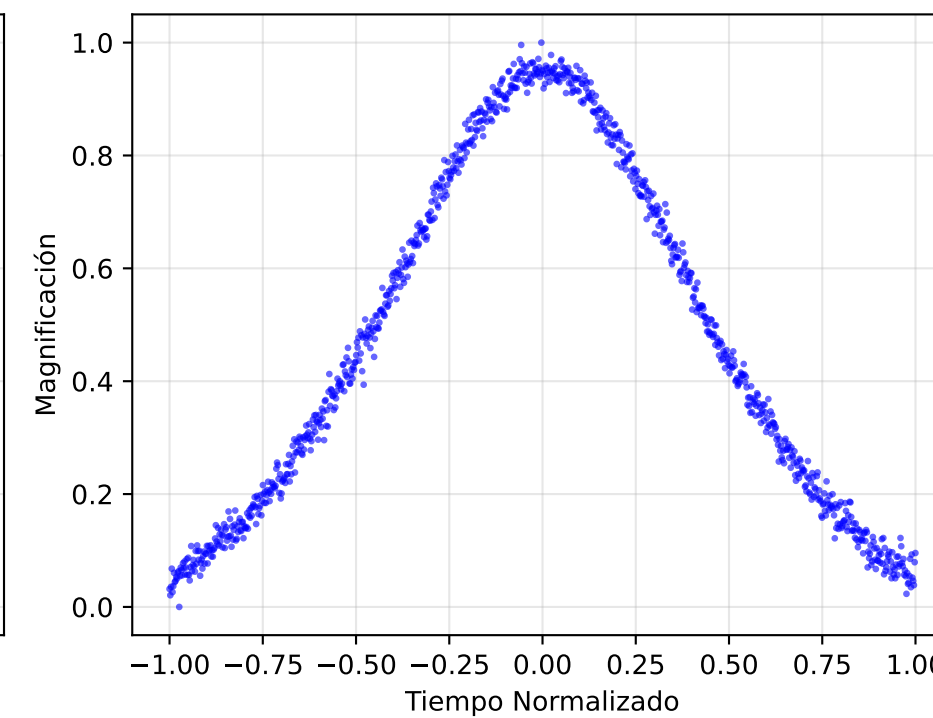
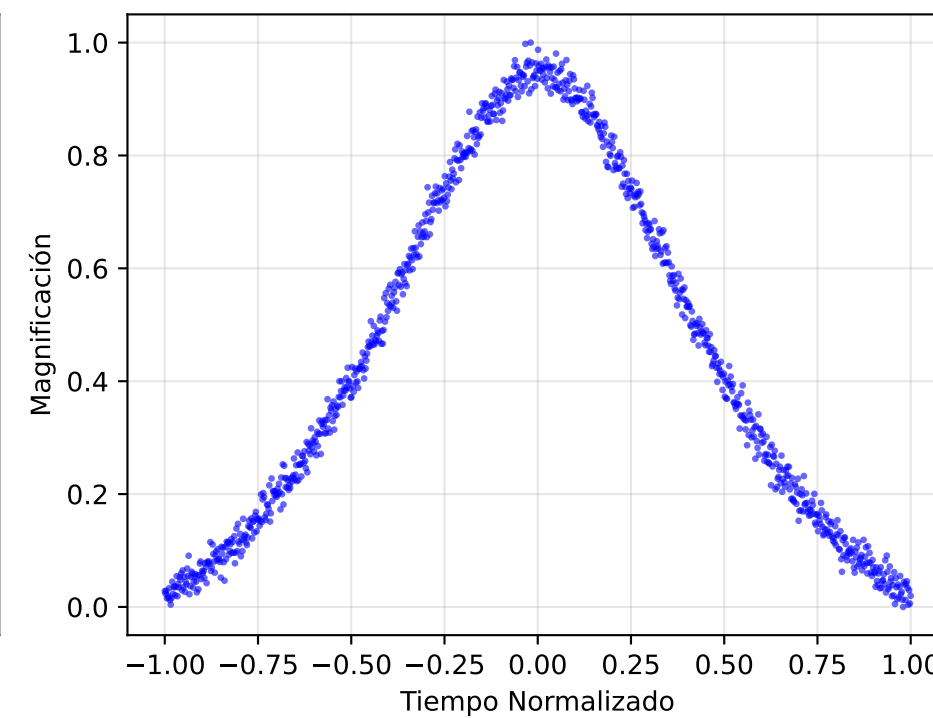
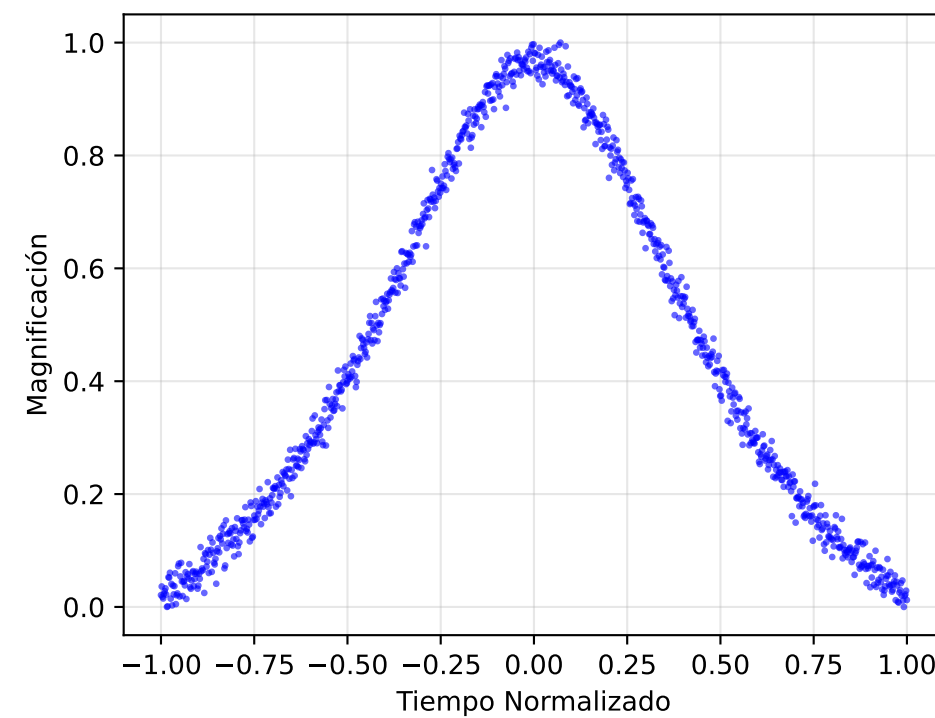
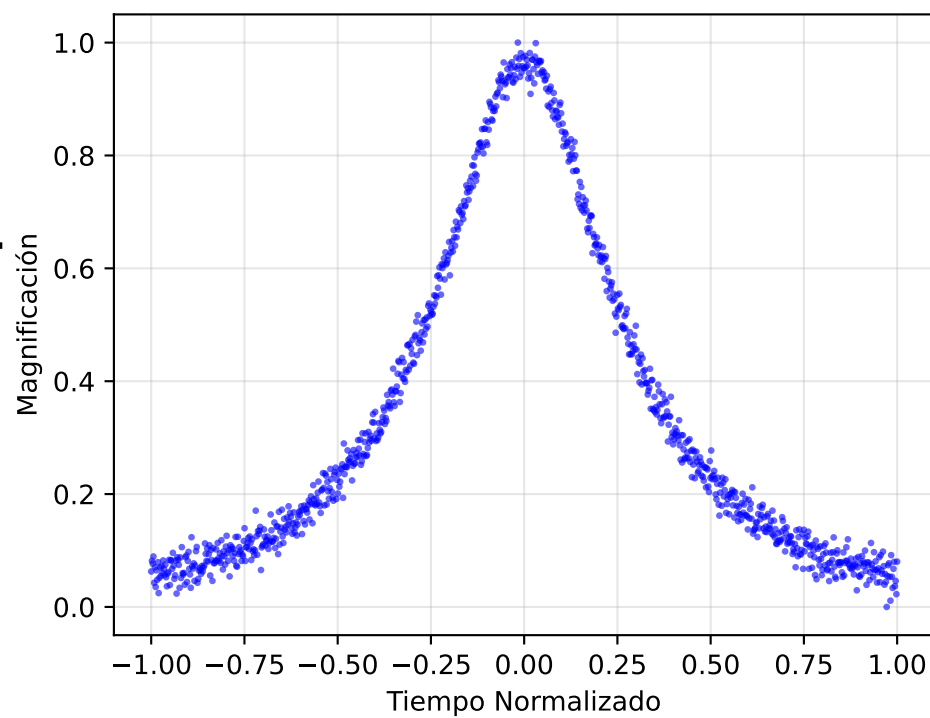


# Simulación de los distintos tipos de eventos

**Ruido**



**Lente Simple**



**Lente Binaria**

