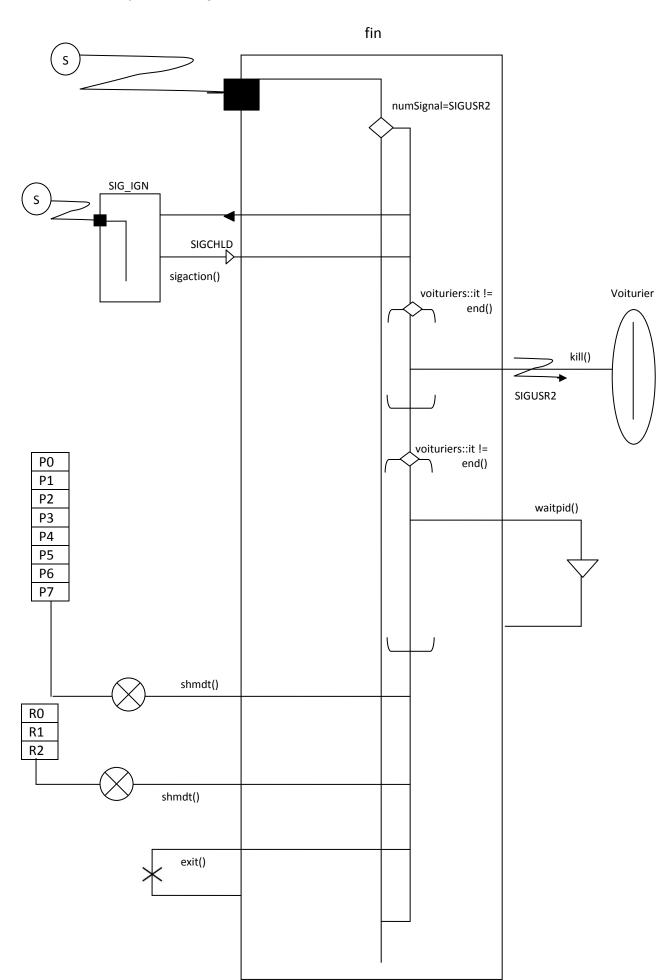
## **Destruction Entrée** : fin(int numSignal)



Mere