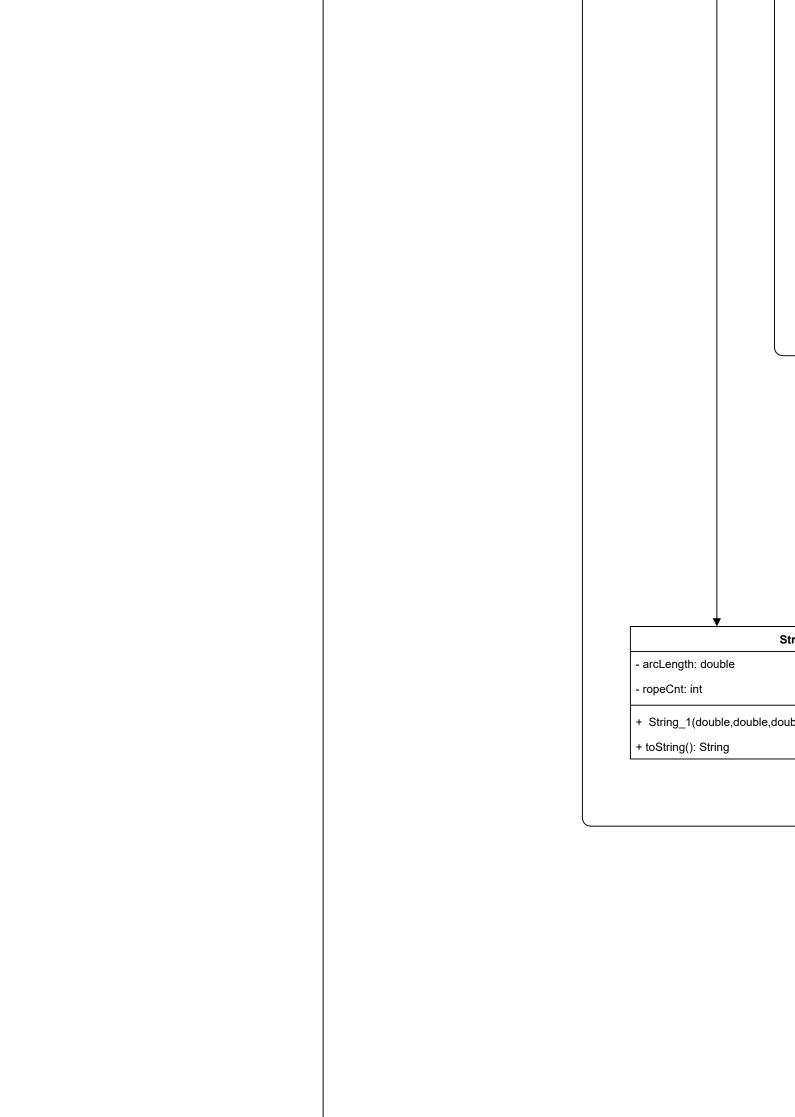
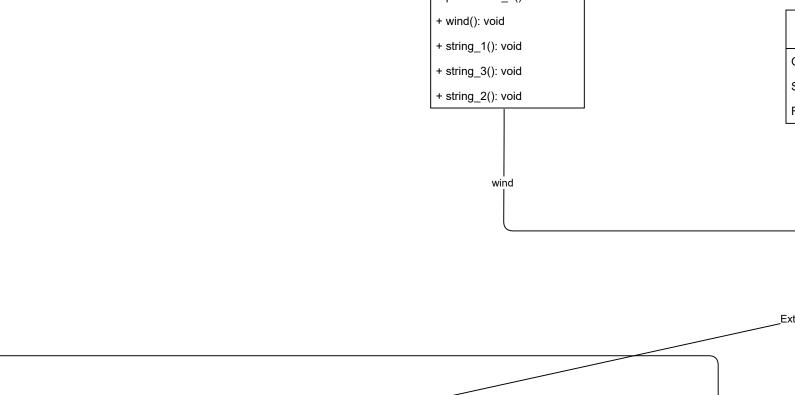
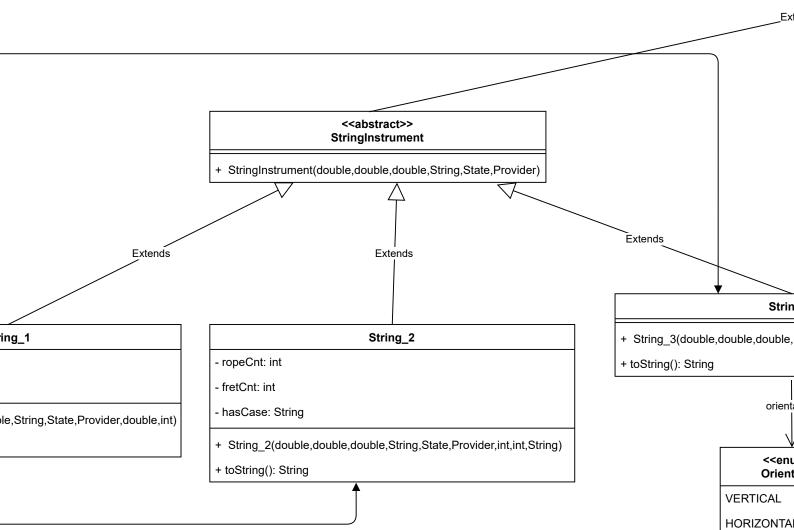
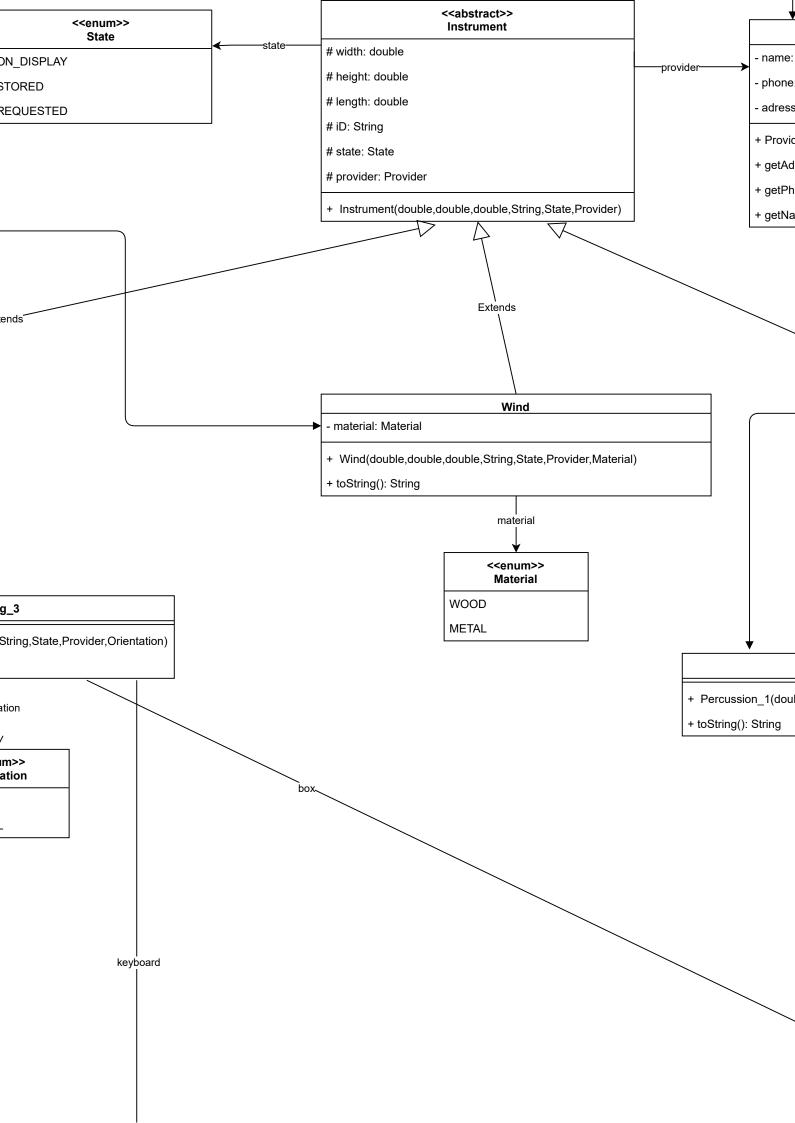


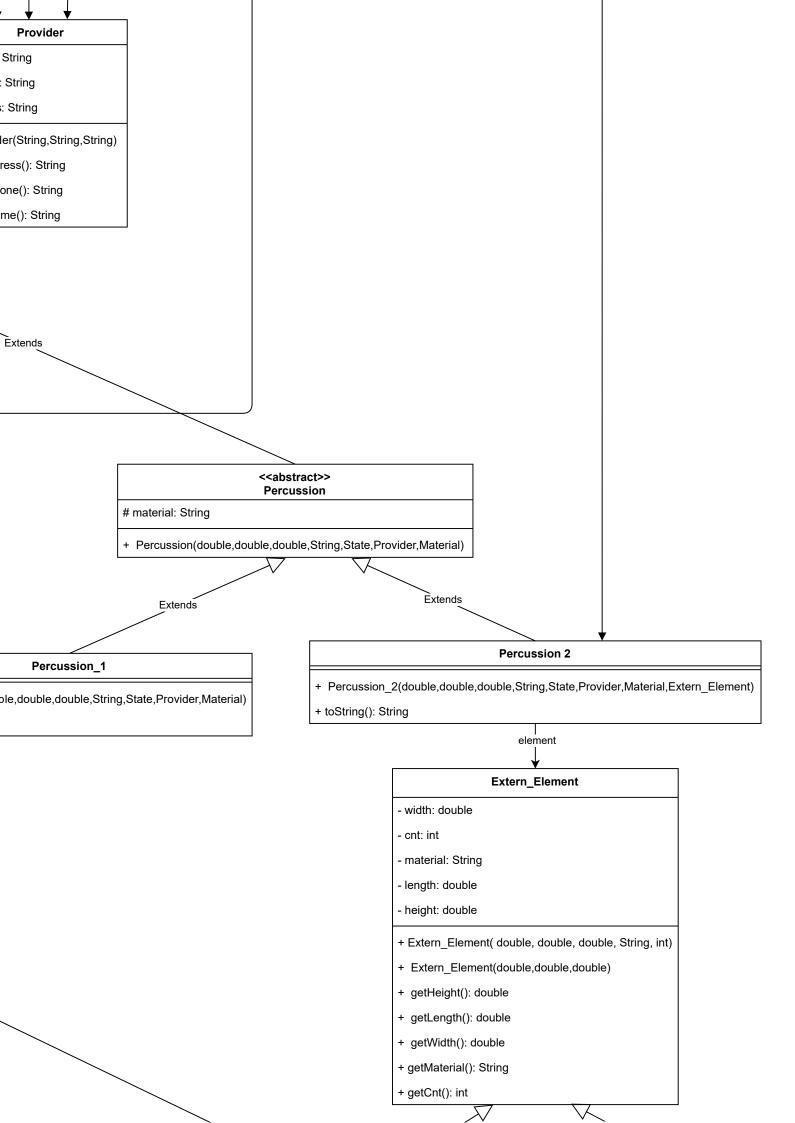
ui main - sc:Scanner + Main() + showMenu(): void + showMenuInstruments(): void

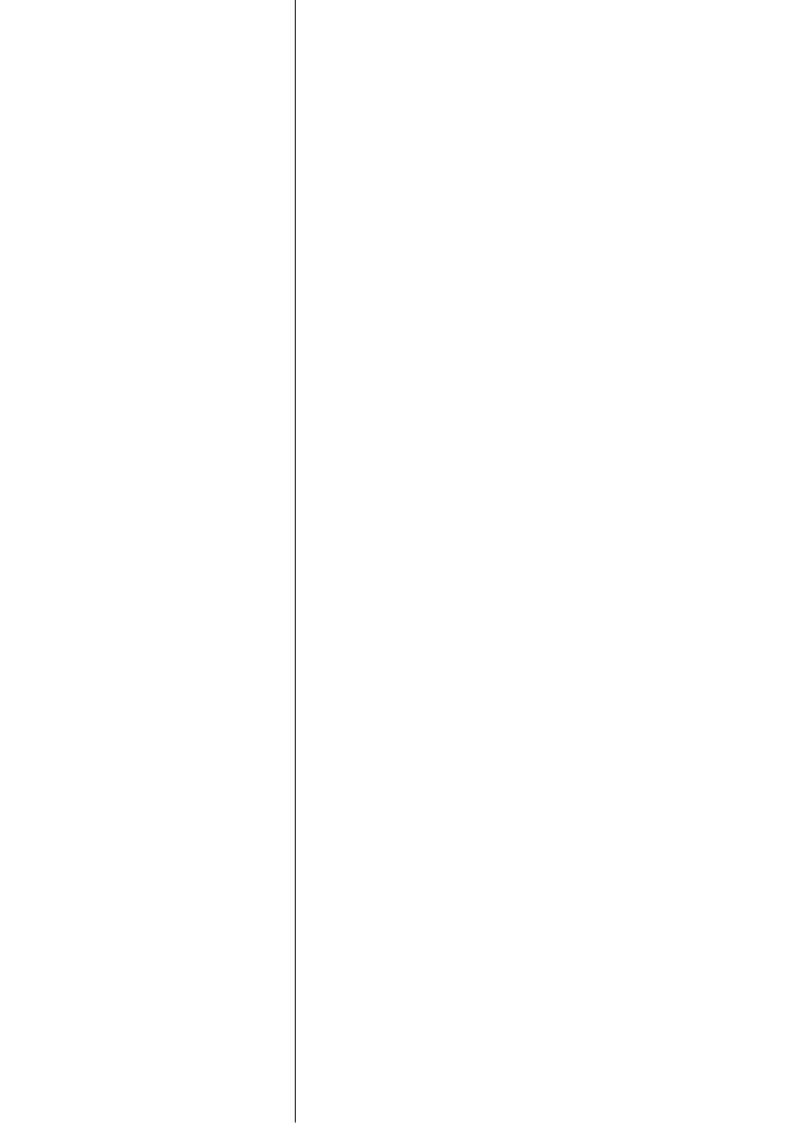












	+ snowivienuPercussion(): void	
	+ showMenuString(): void	
·		

