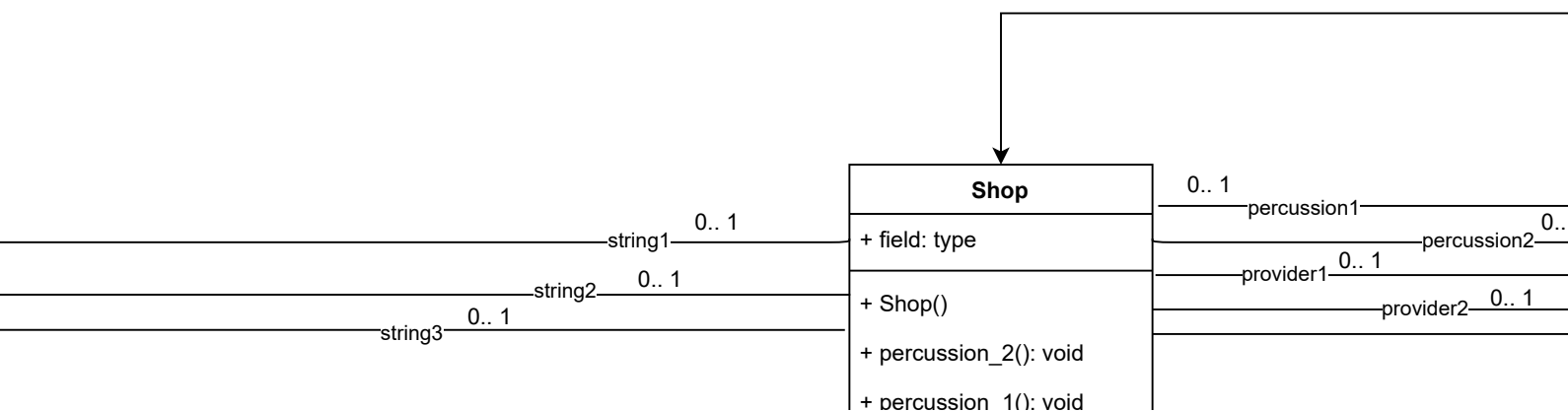
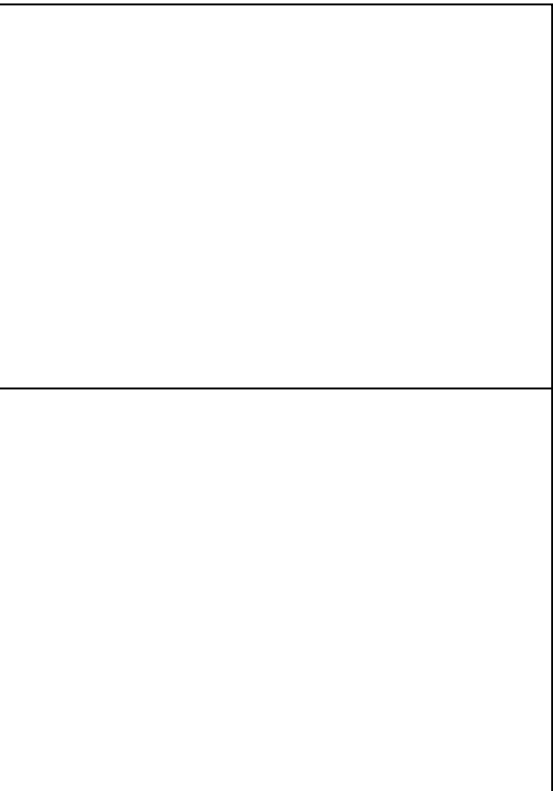


model



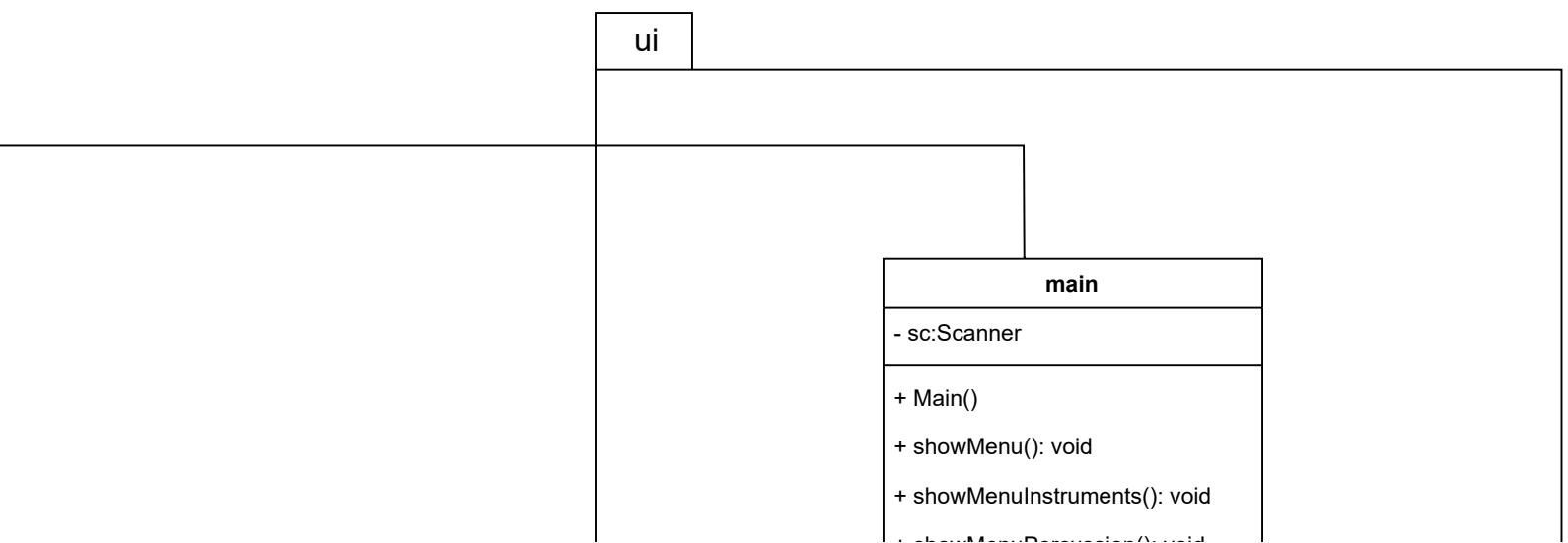


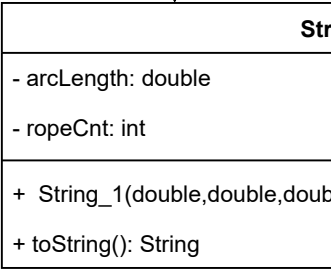


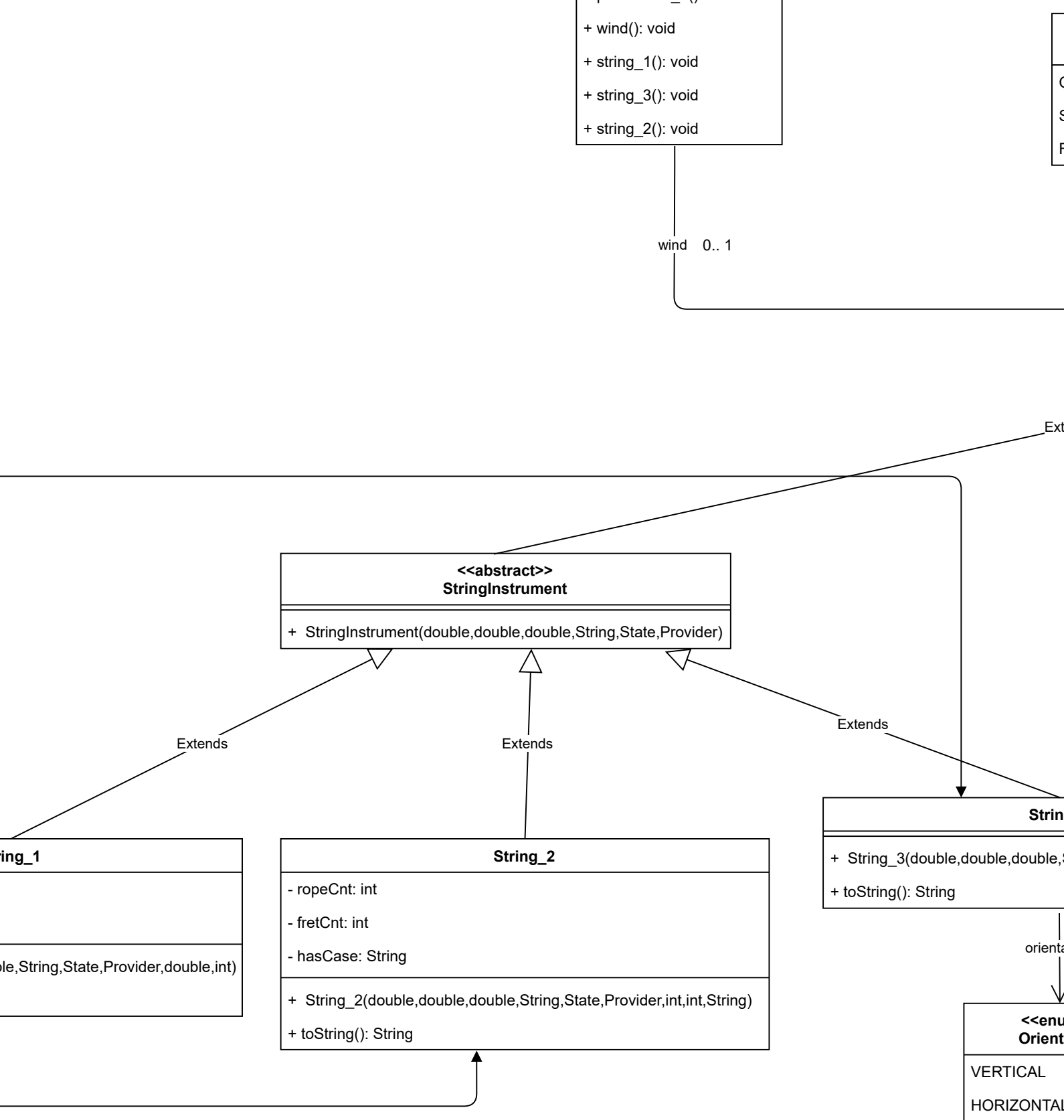


shop

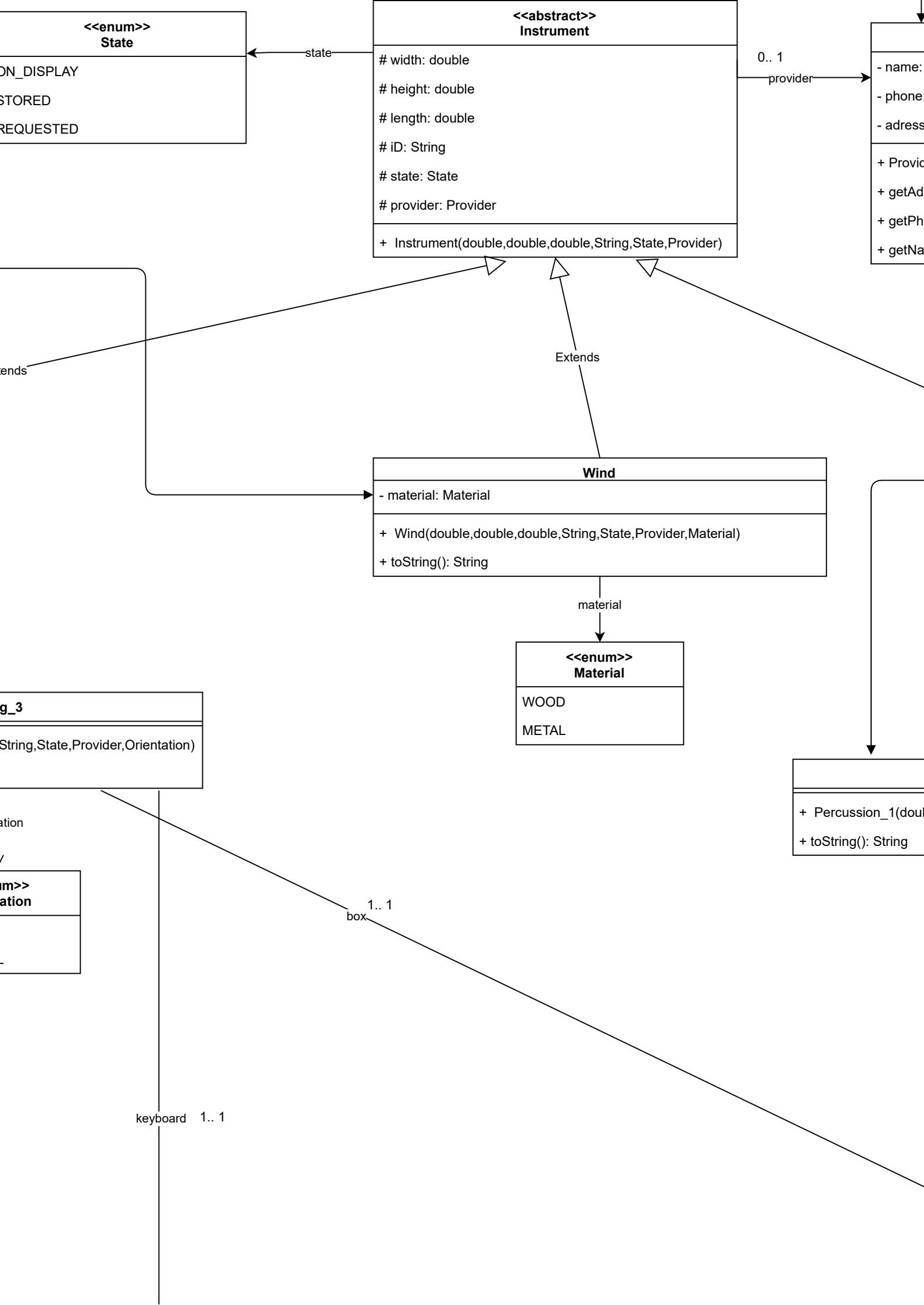
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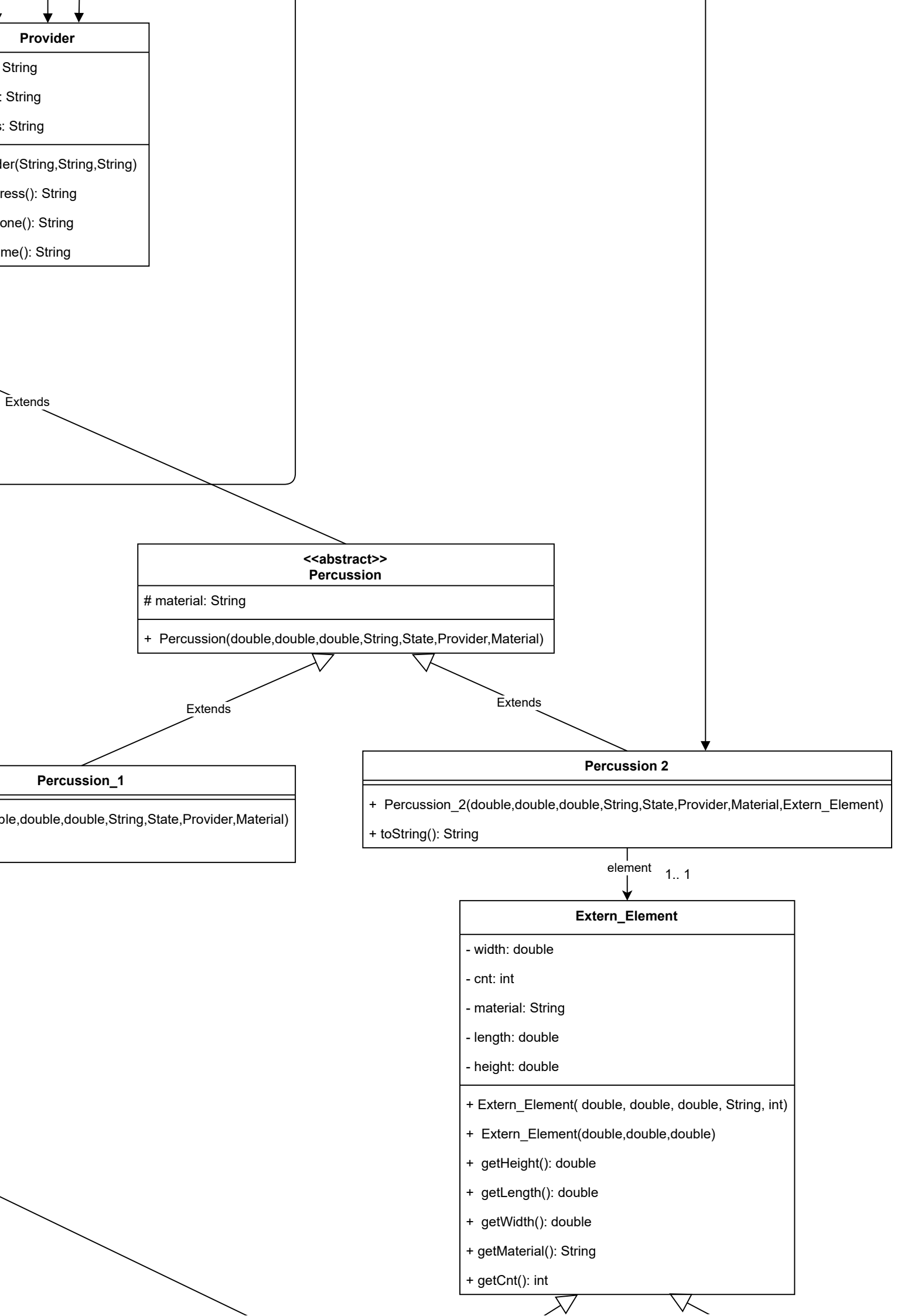














+ showMenuPercussion(): void  
+ showMenuString(): void







