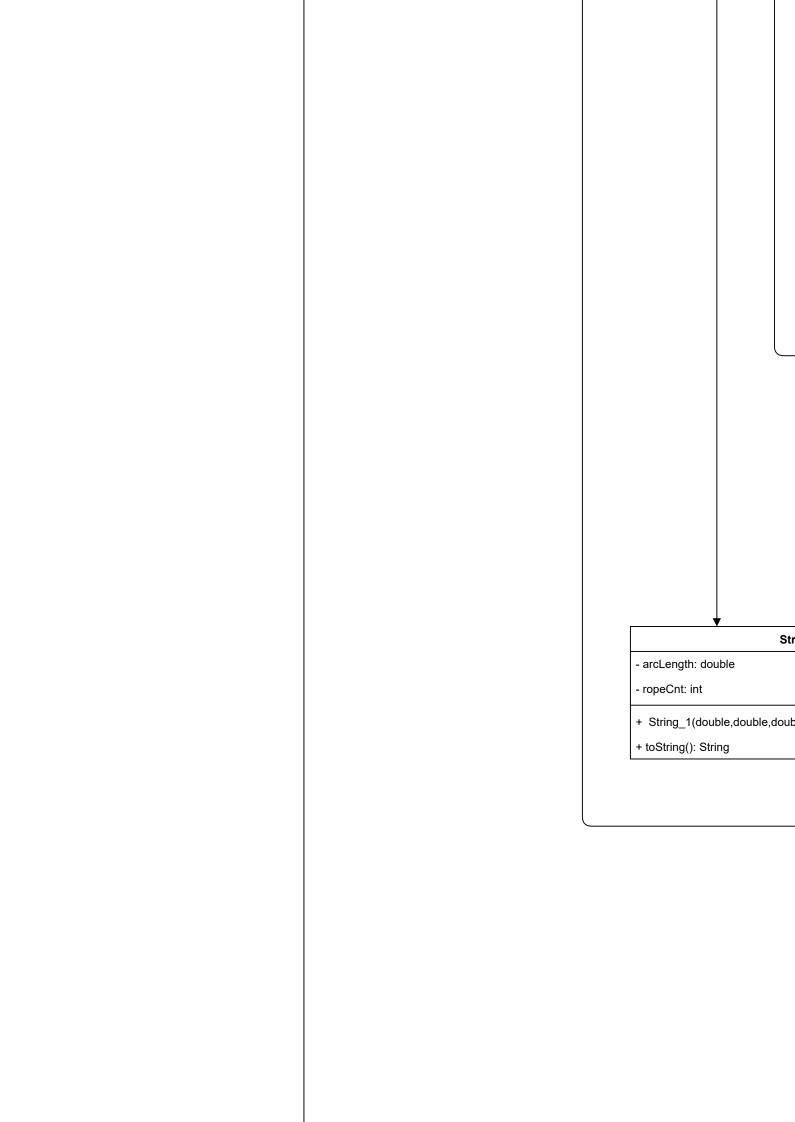
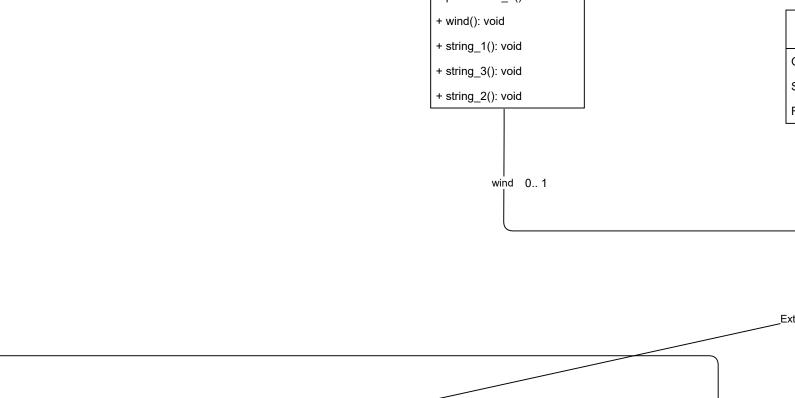
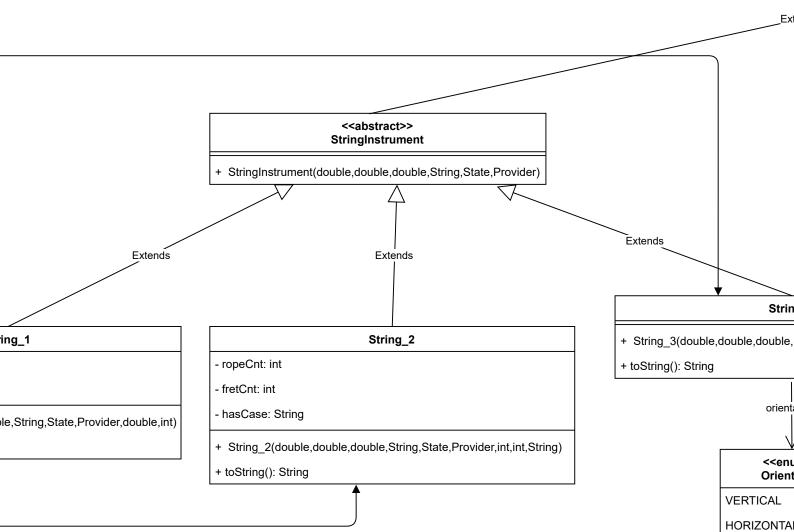
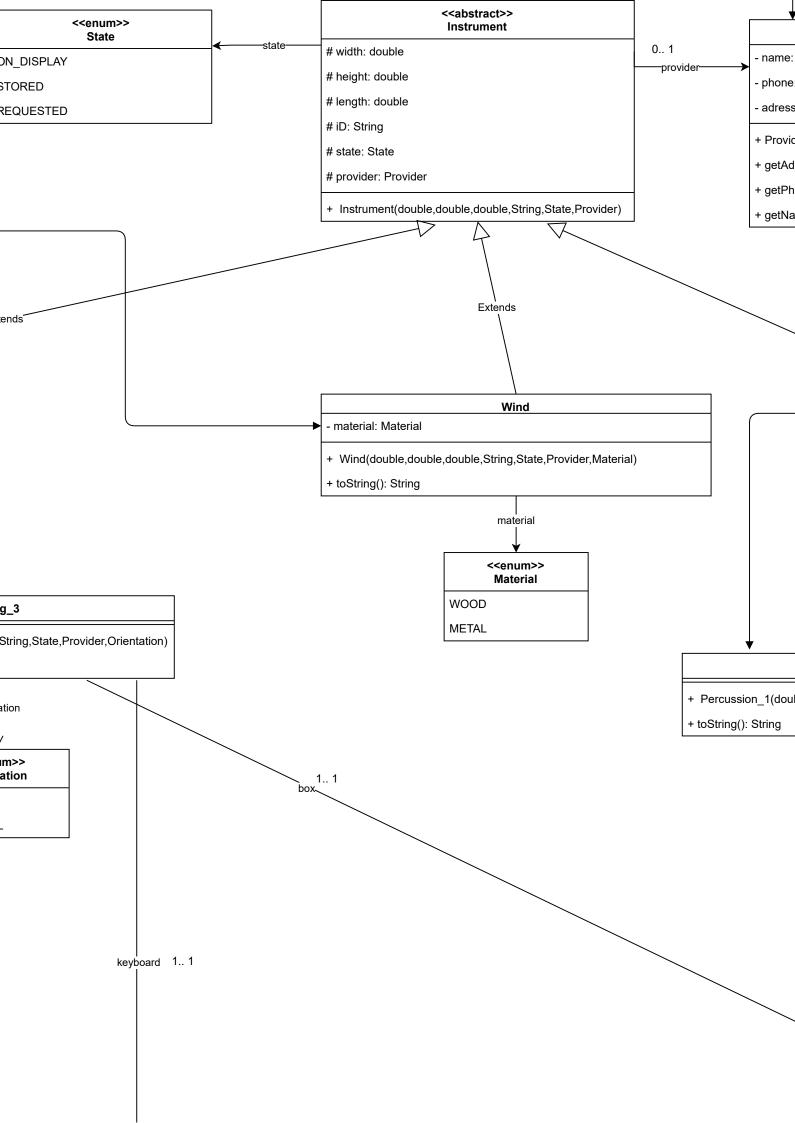


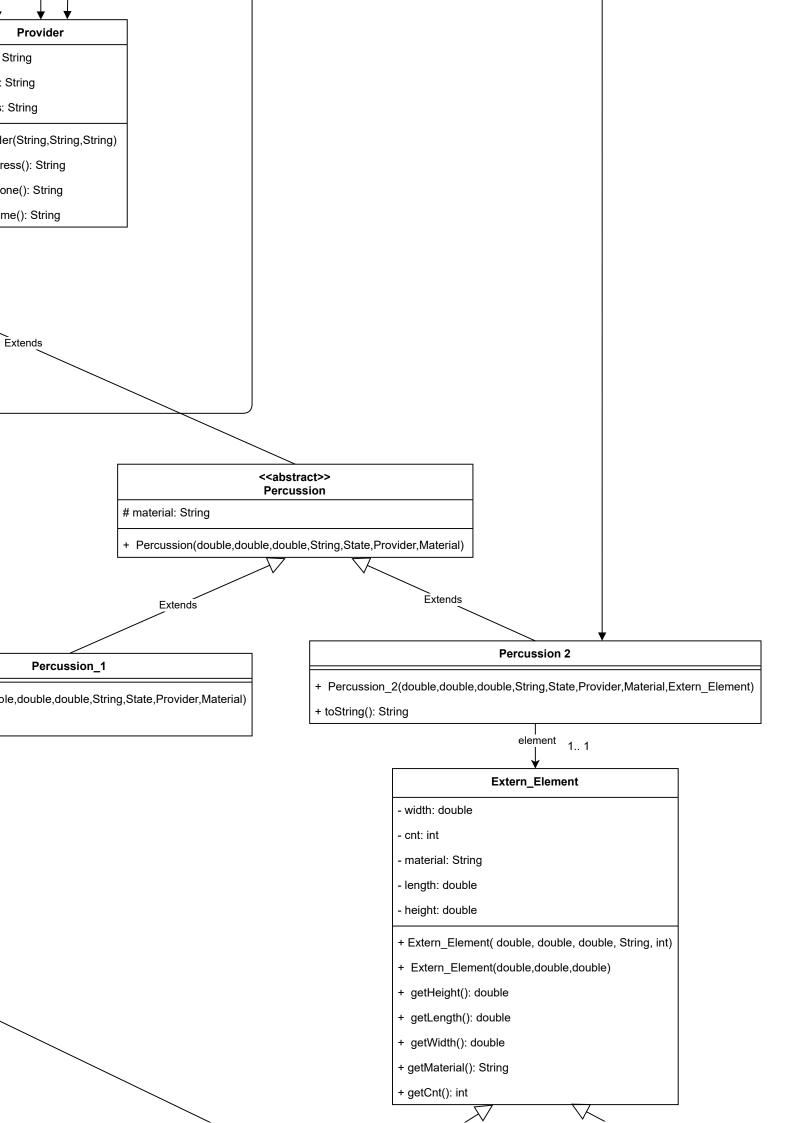
ui main - sc:Scanner + Main() + showMenu(): void + showMenuInstruments(): void

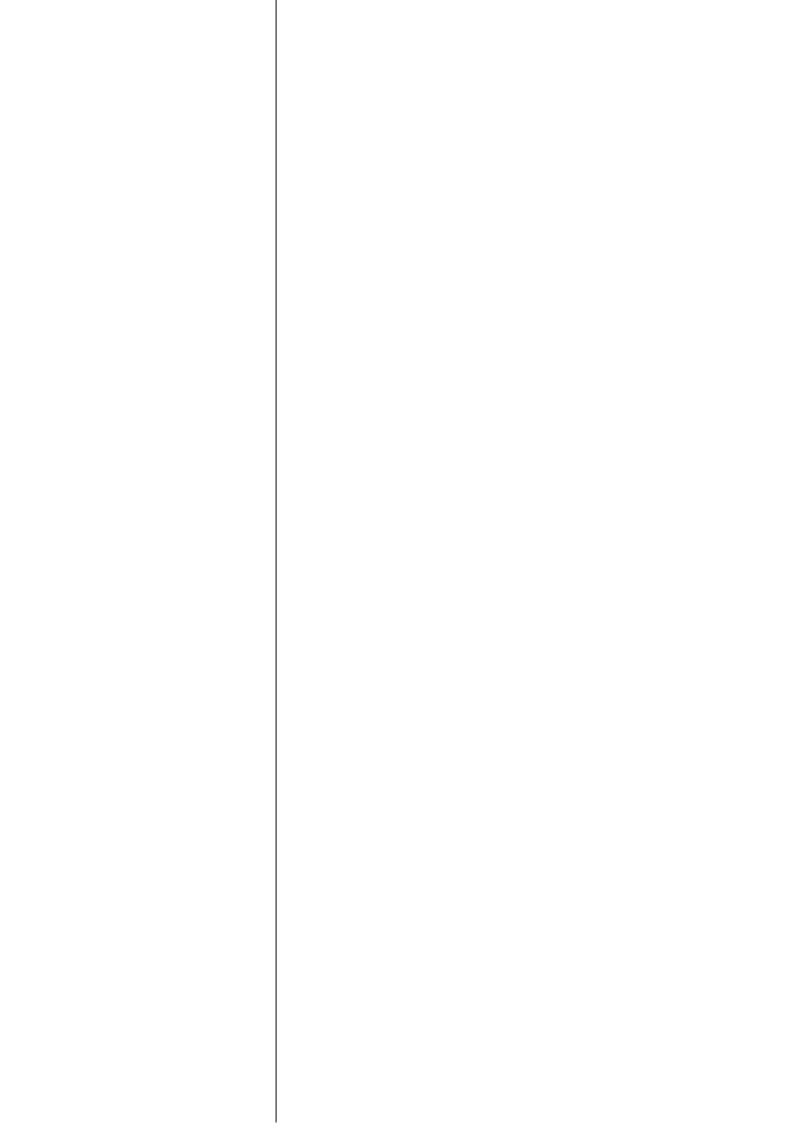












	+ snowivienuPercussion(): void	
	+ showMenuString(): void	
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