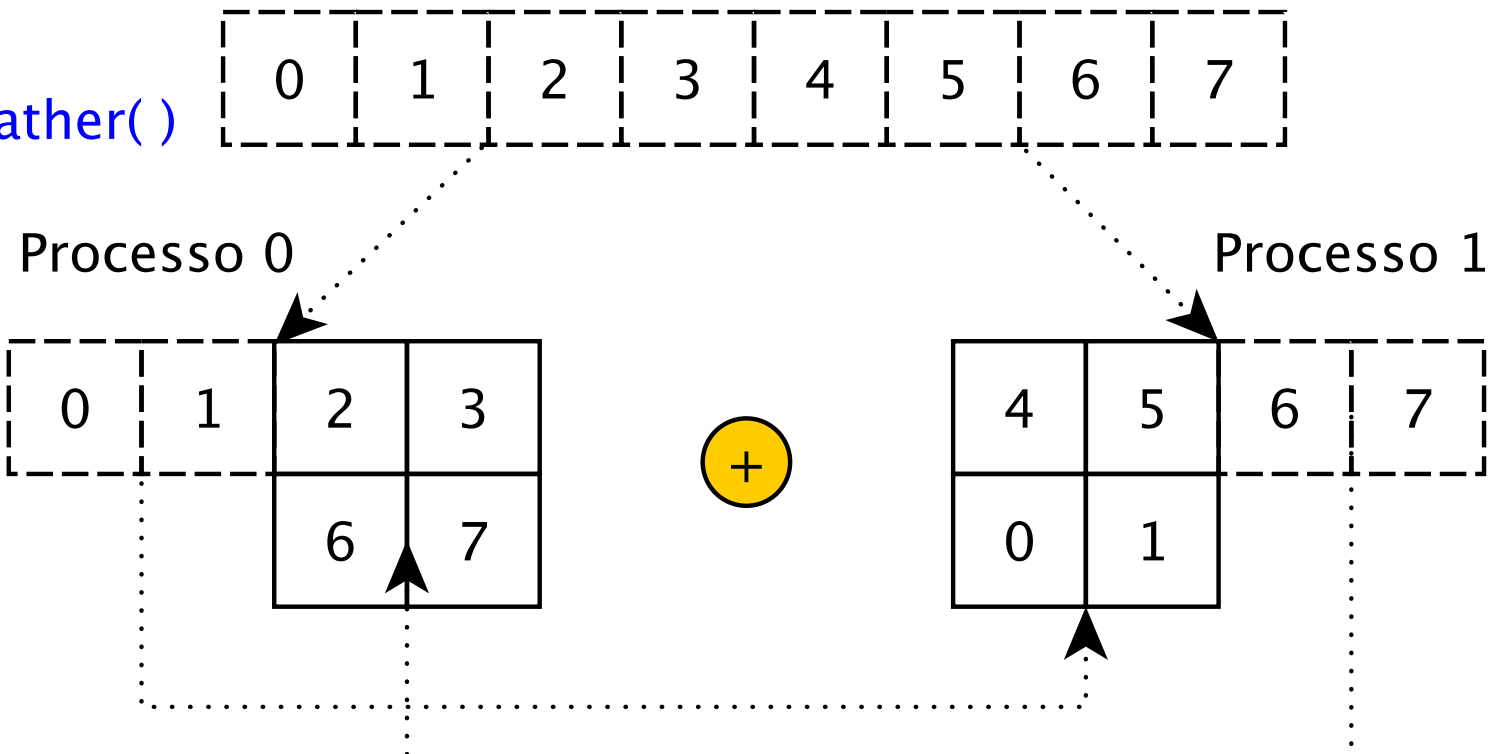
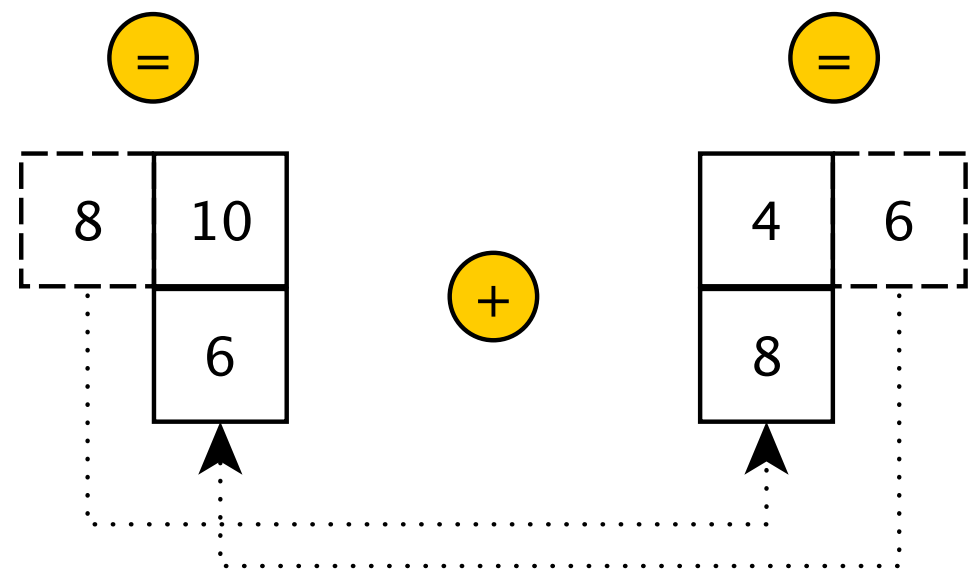


Vetor de números

0. scather()



1. reduce\_sumtree()



2. reduce()

