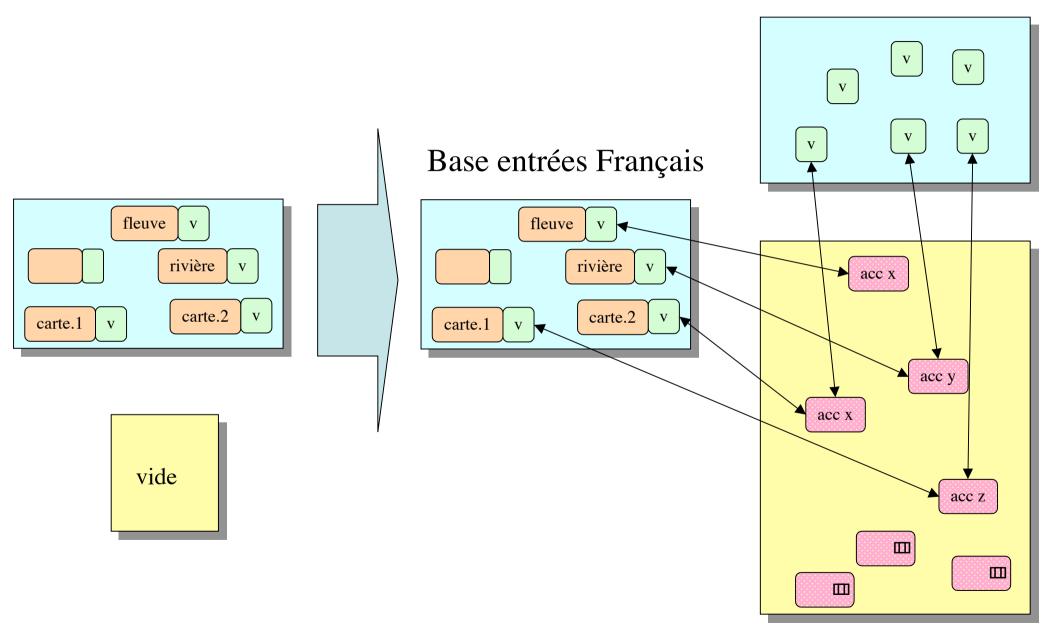
Base de vecteurs



Base d'acceptions