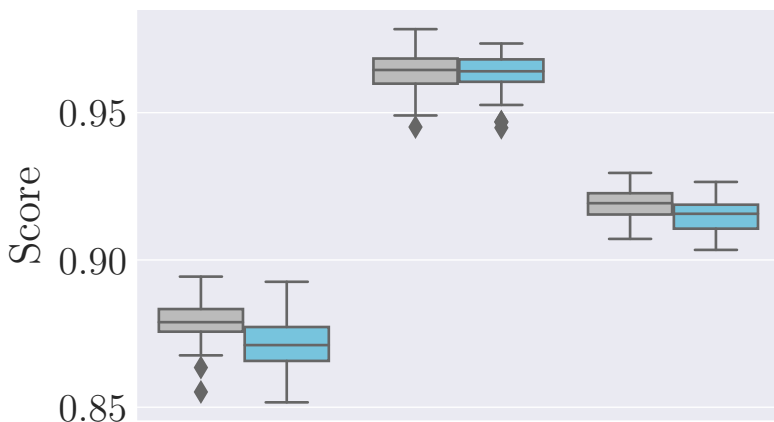


Clase = No cristaliza



Clase = Cristaliza

