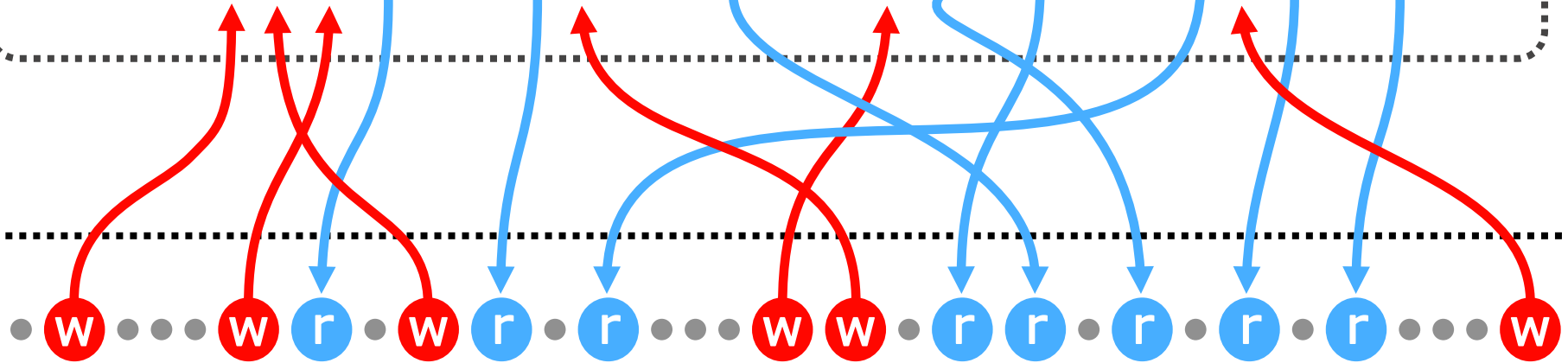


Mémoire



Trace d'exécution

