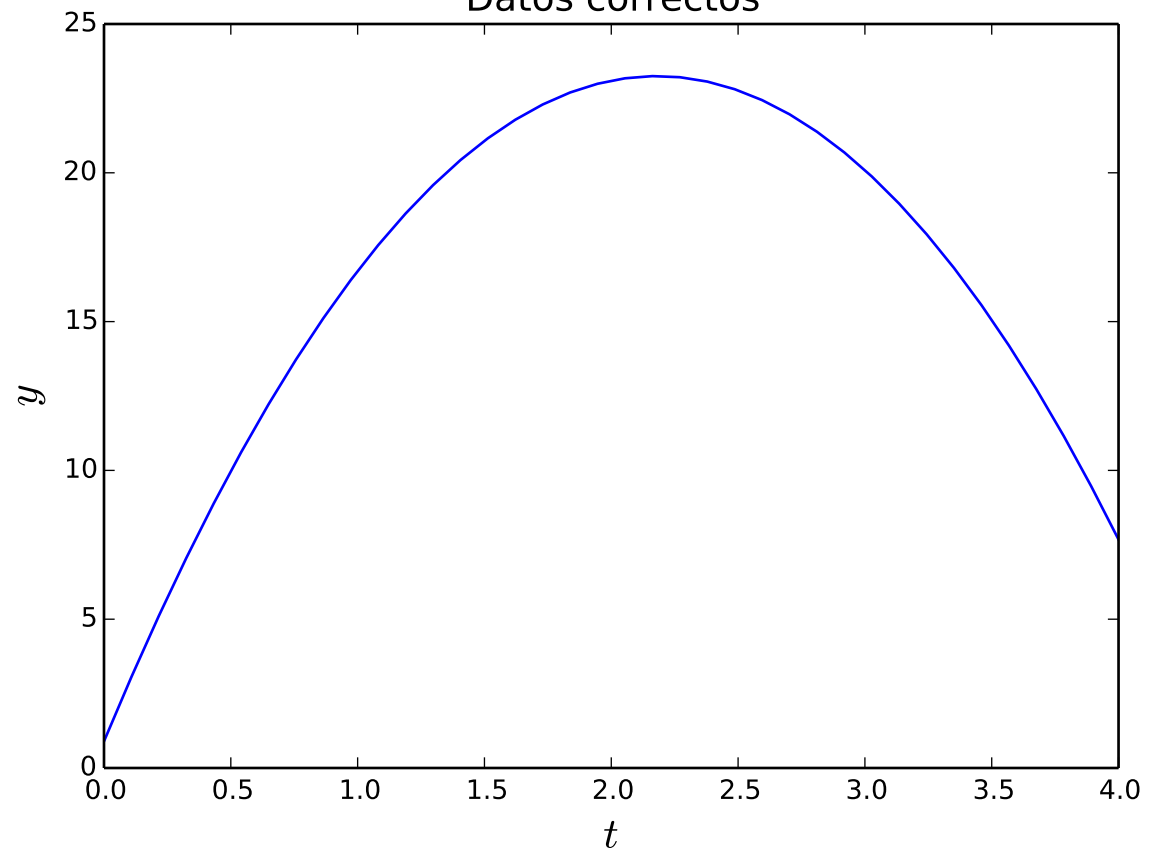


Datos correctos



Ruido

