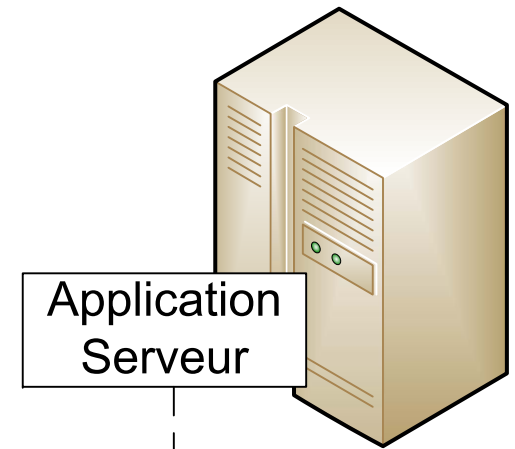


client



Serveur

