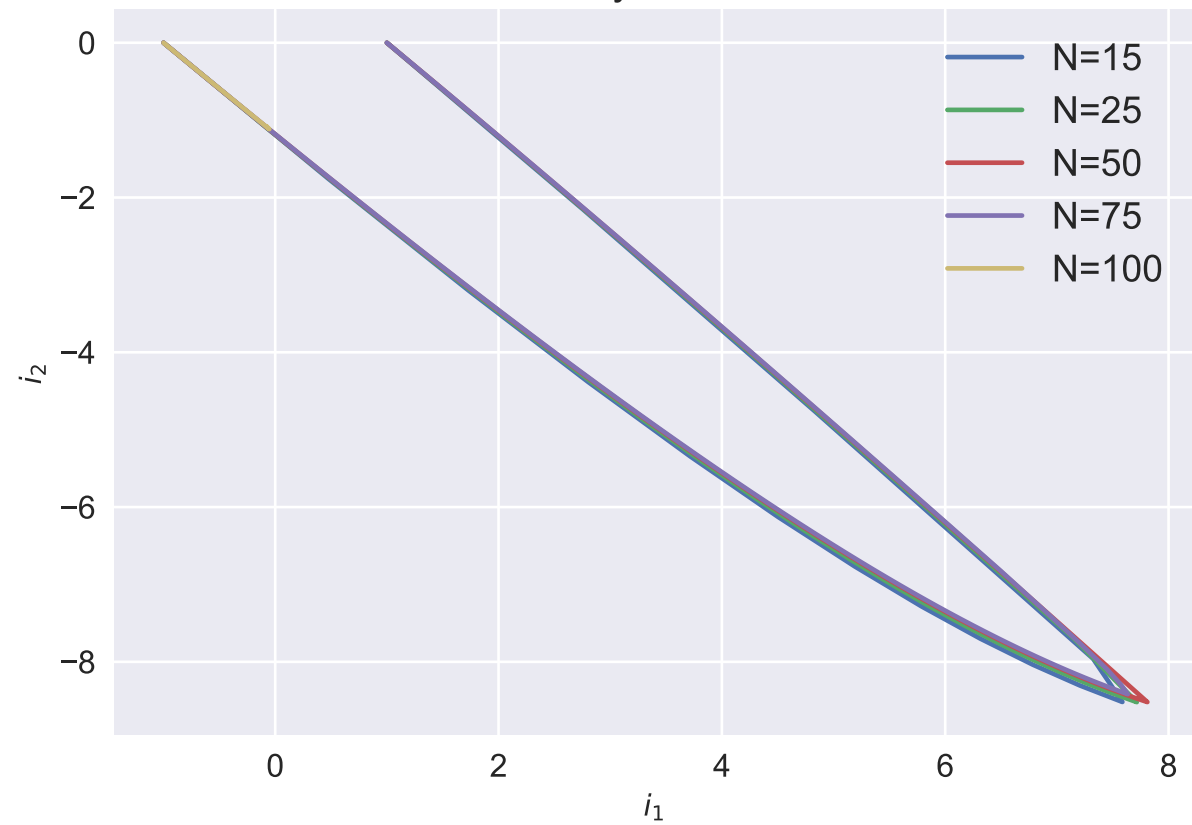


# Trayectoria



# Control

