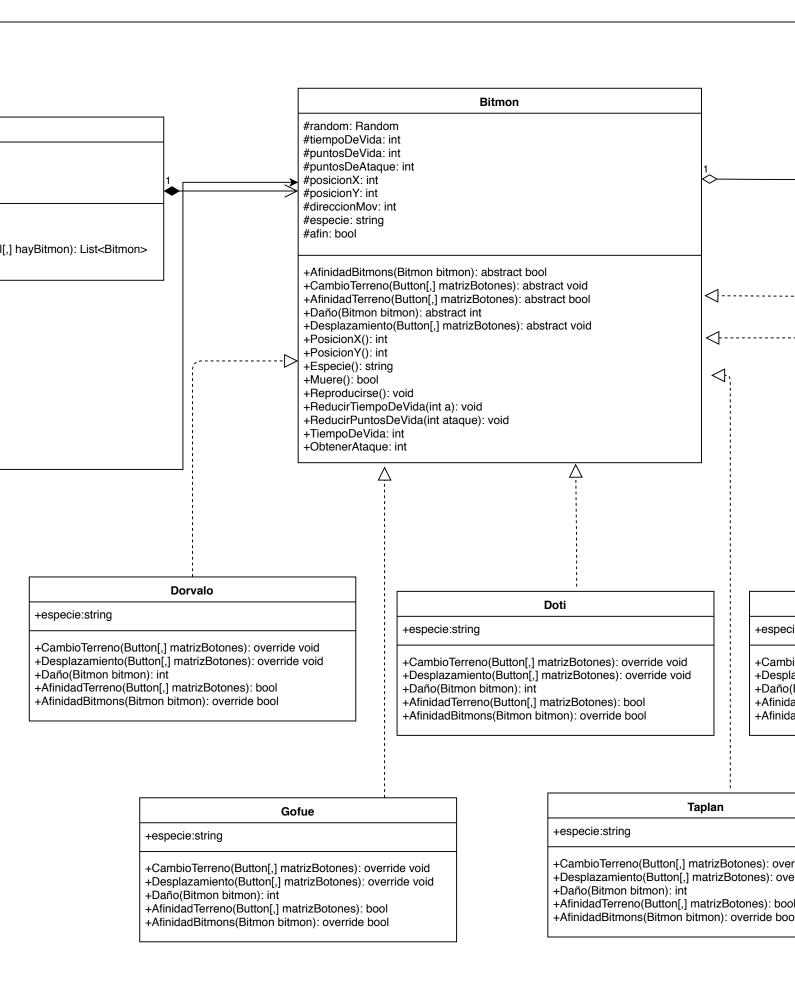
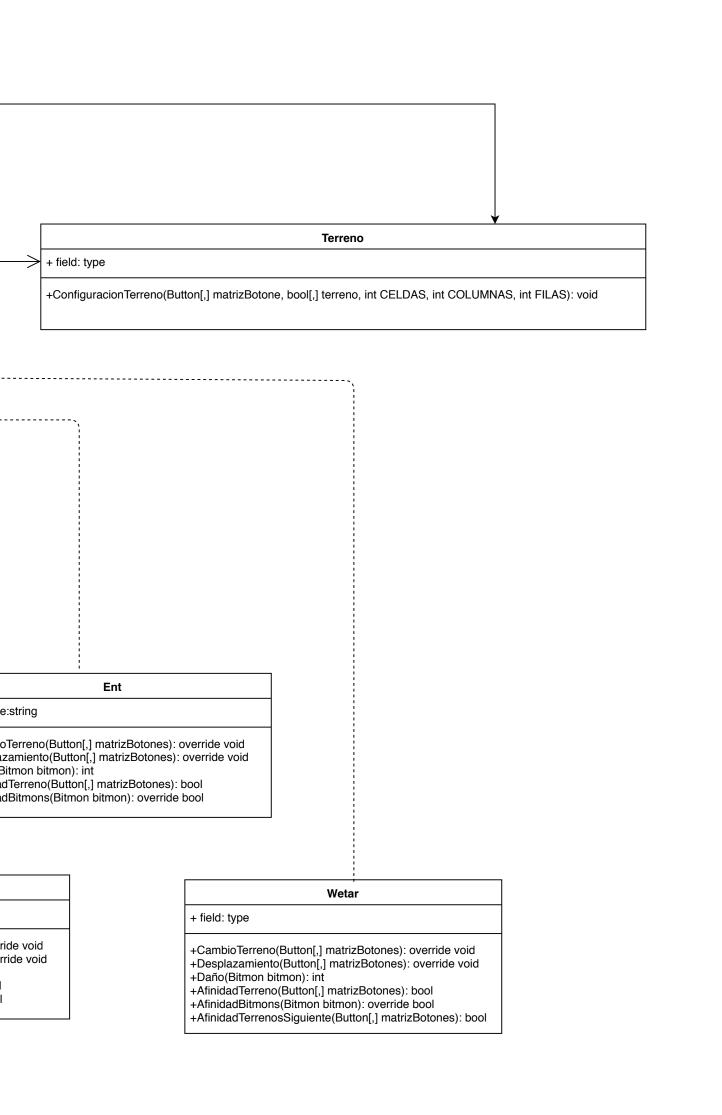


- configurarTableLayout(): void





button3_Click(object, EventArgs): void
button1_Click(object, EventArgs): void
button2:Click(object, EventArgs: void