

















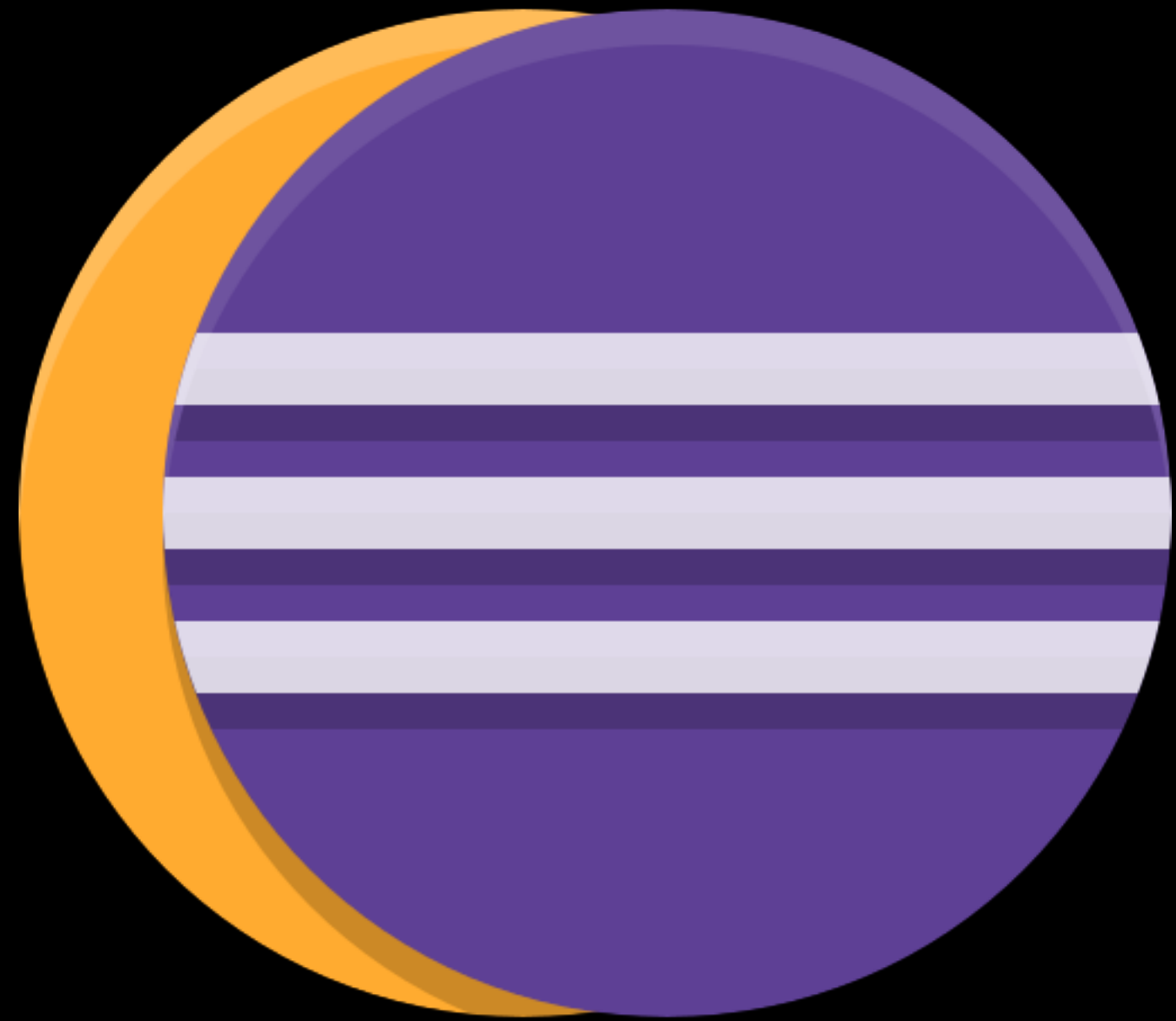








# Entwicklungsumgebungen



TestNG