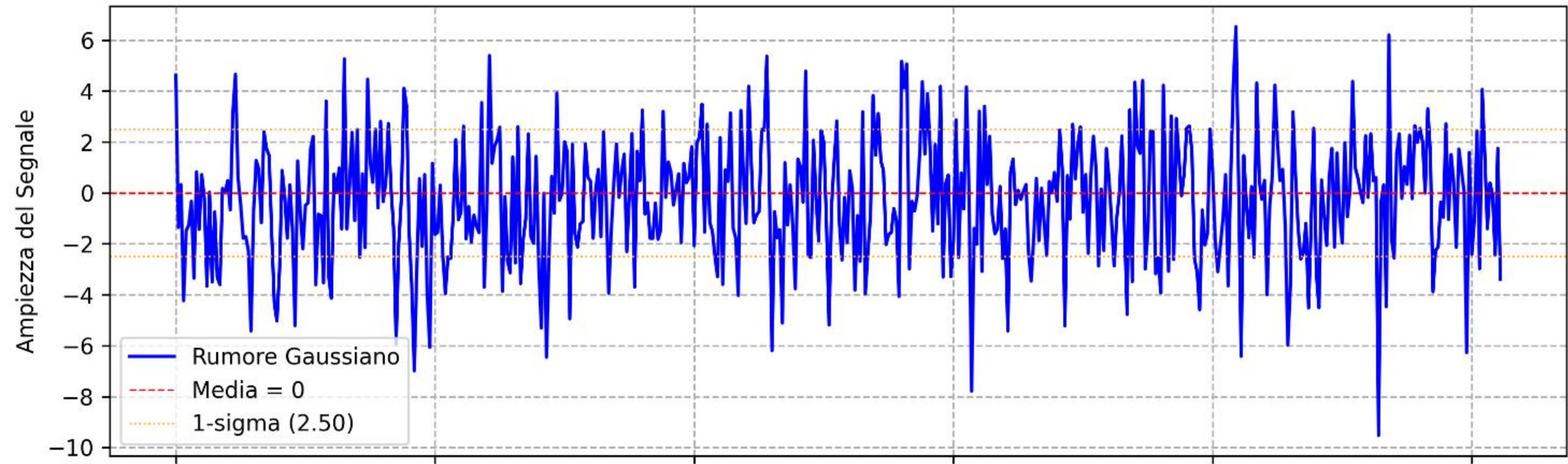


Rappresentazione del Rumore (Deviazione Standard = 2.5)

Rumore Gaussiano Bianco (Media = 0)



Modulo del Rumore

