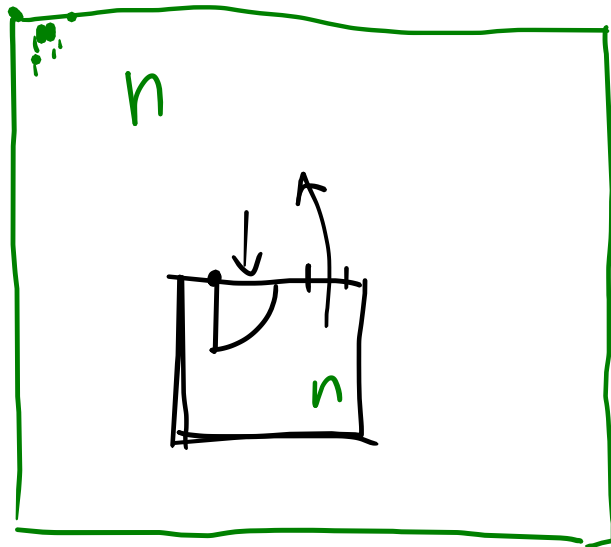


# FUNZIONI

f  
[ ≡ ]



void

int nome ( ... parametri ... ) {


}

return \_;