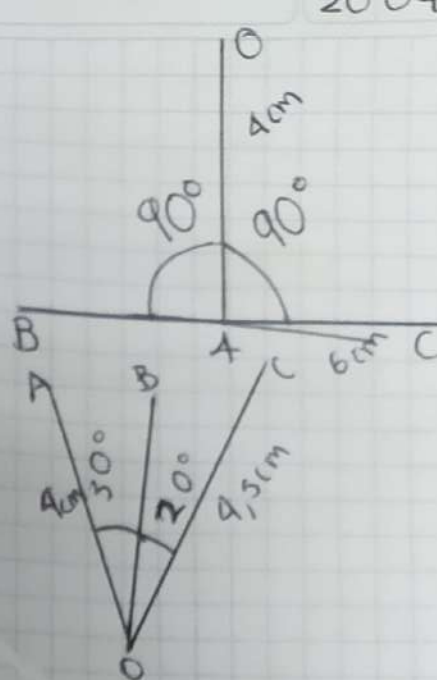
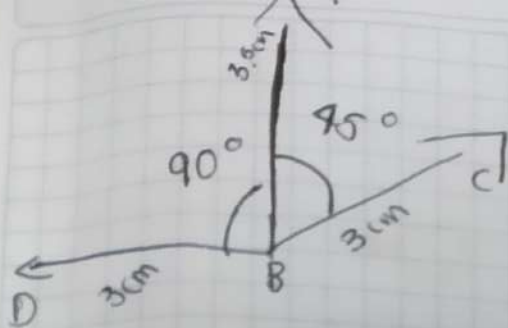




Angulos adyacentes =

