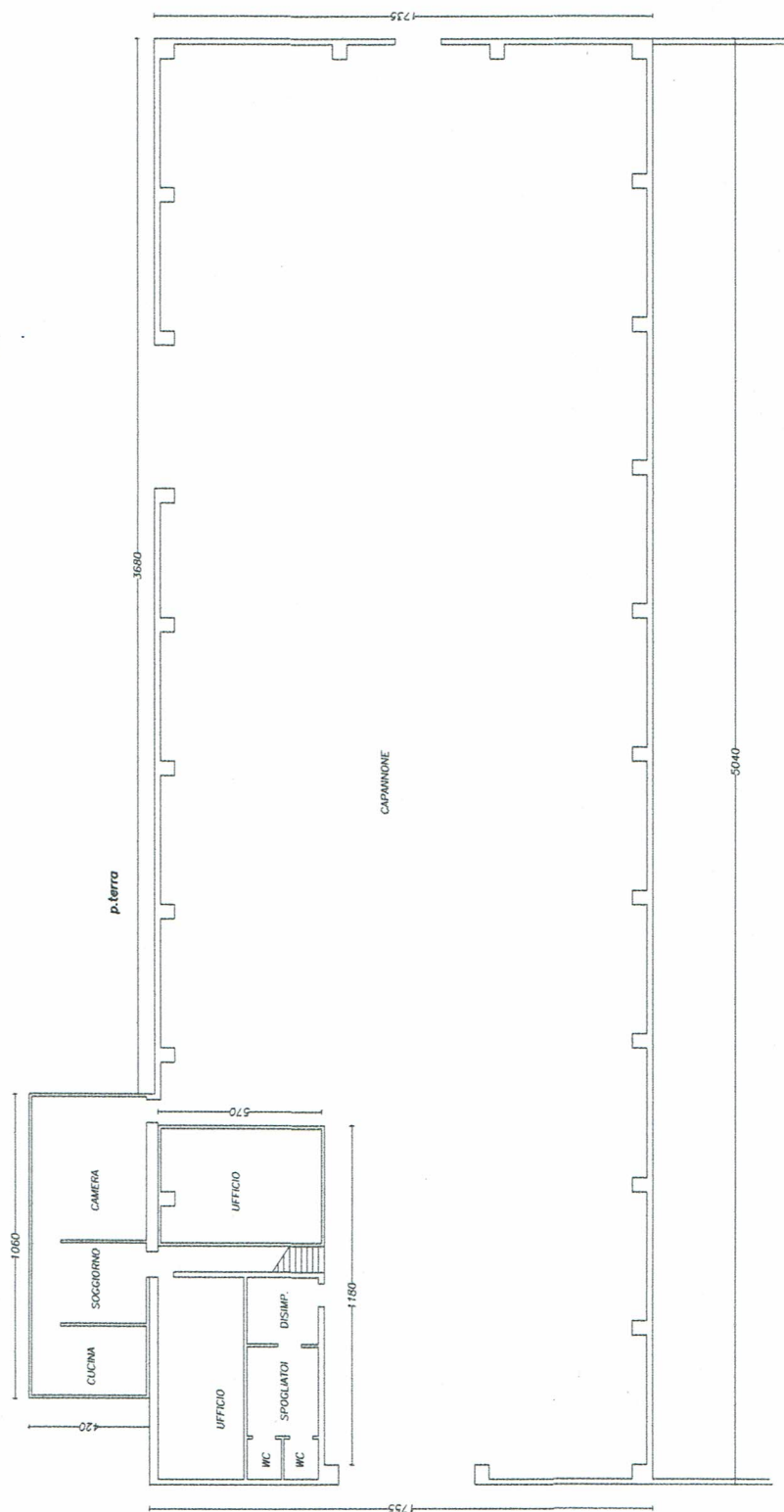
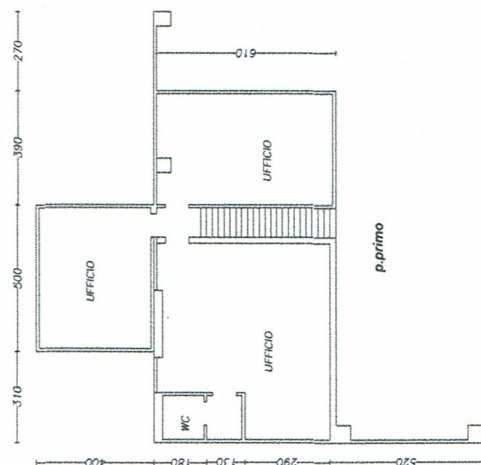




altra unità