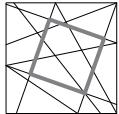
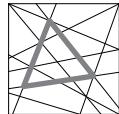


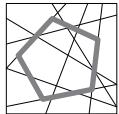
# Des polygones (6)



x2



x2



x2

