

NOM:

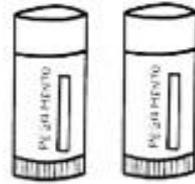
DATA:

UNEIX, REPASSA I PINTA

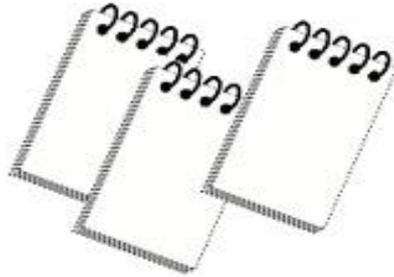
1



2



3



1



2



3

