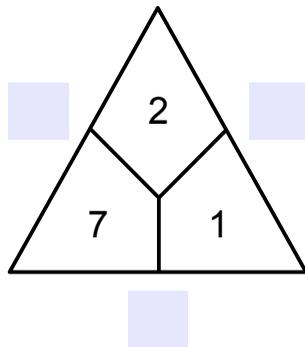
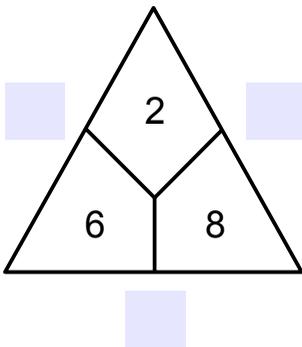
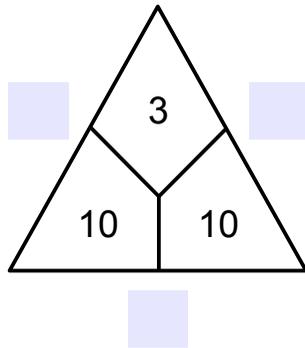
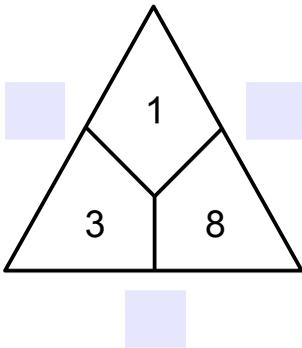
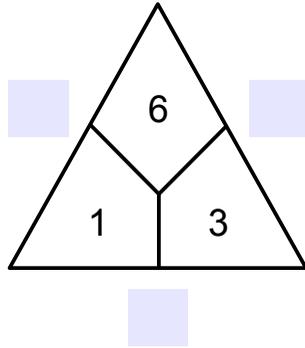
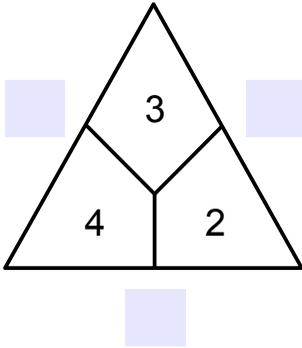


Berechne die Rechendreiecke:



Berechne die Rechendreiecke:

