

HAND   
Statik innenliegend  
internal static



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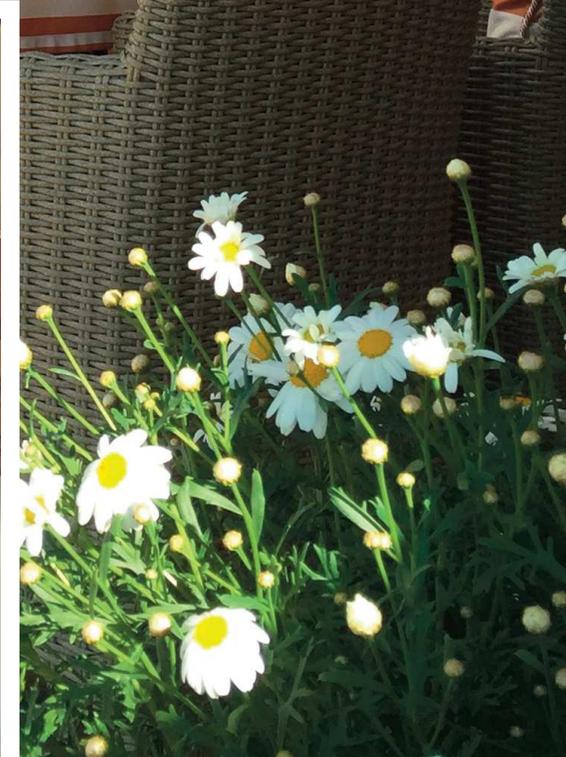
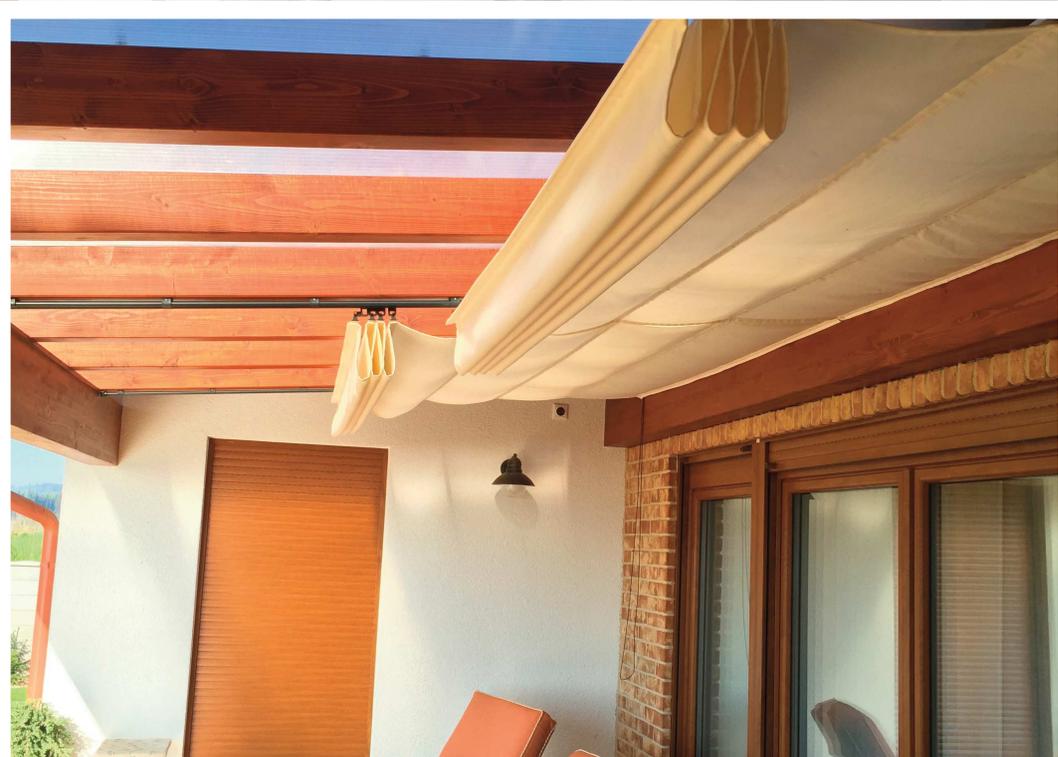
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internal static



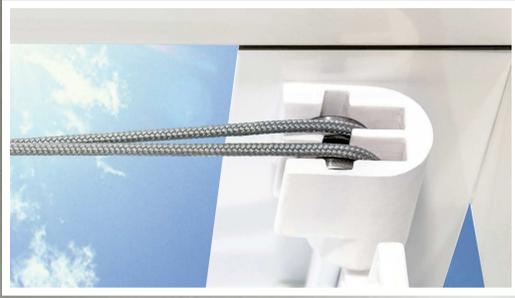


HAND   
Statik außenliegend  
external static









CORD 



