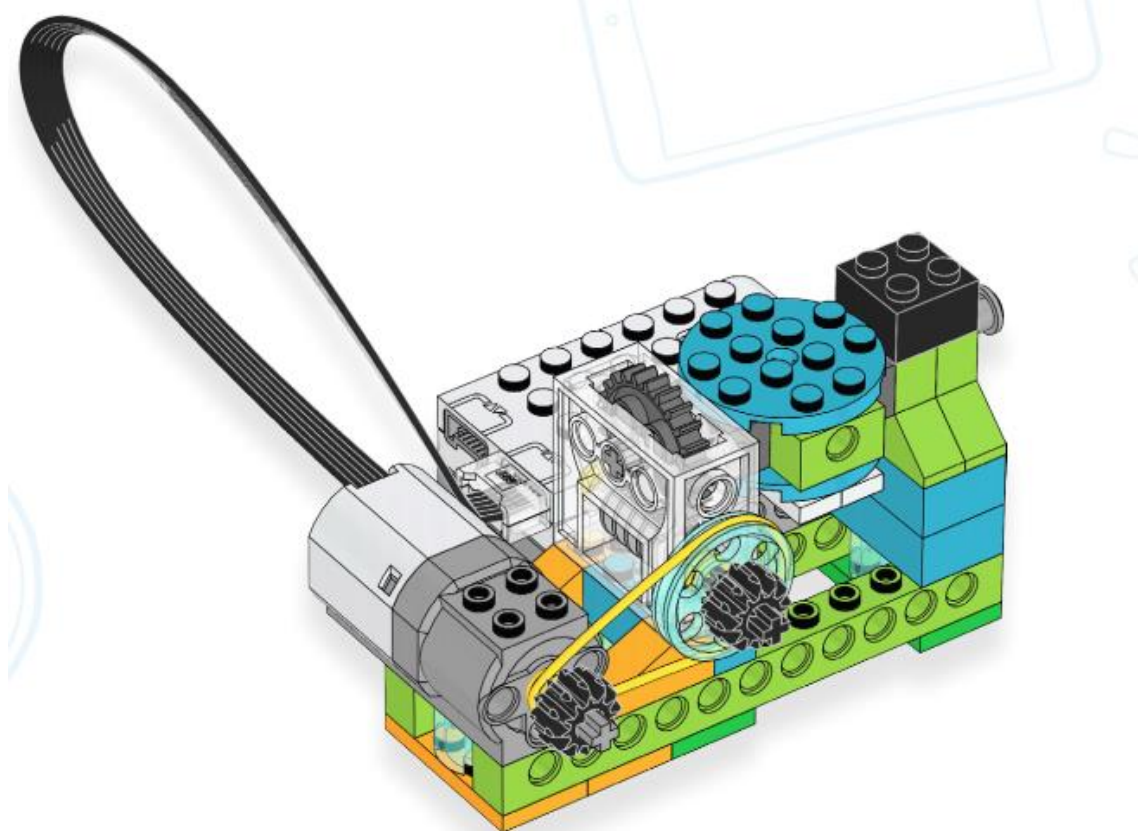
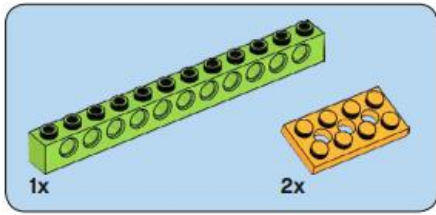


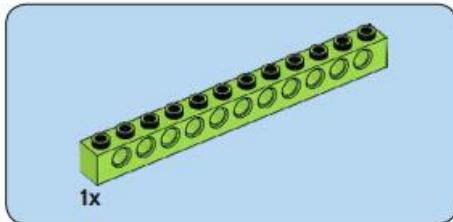
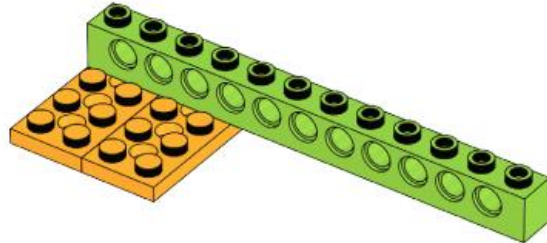
Capítulo 31 (Revolver)



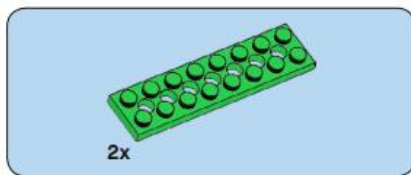
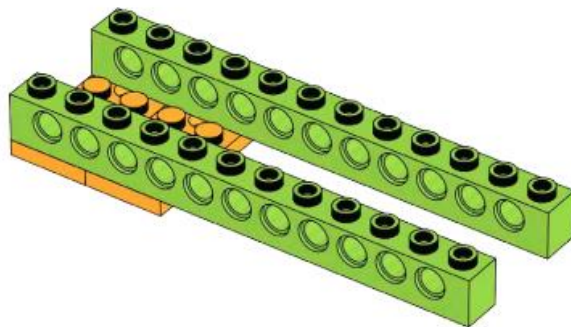
Este capítulo se puede realizar con un solo Kit.



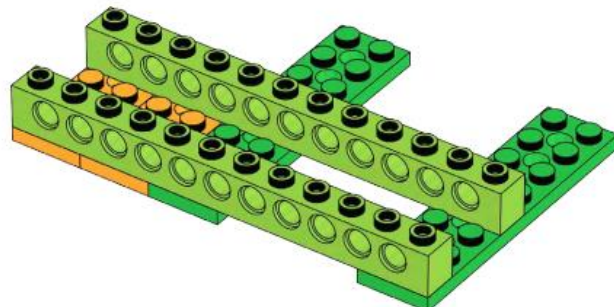
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2

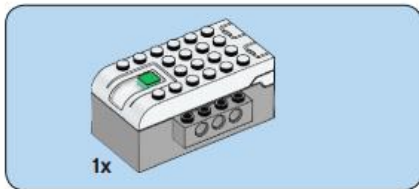
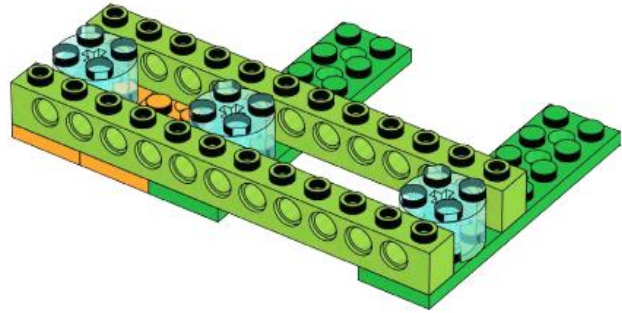


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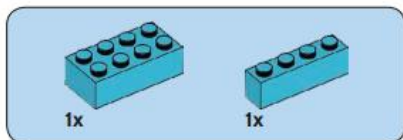
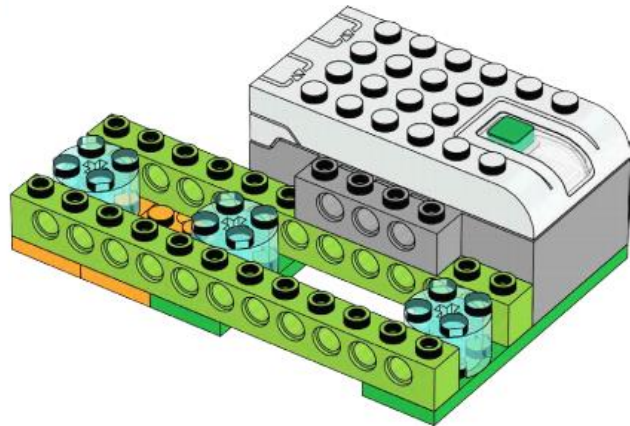




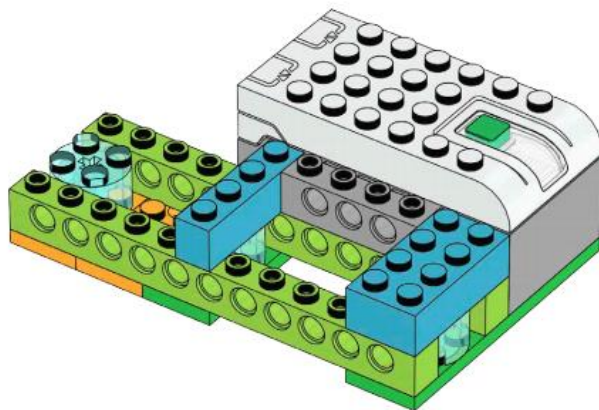
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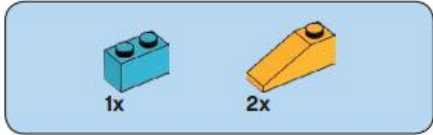


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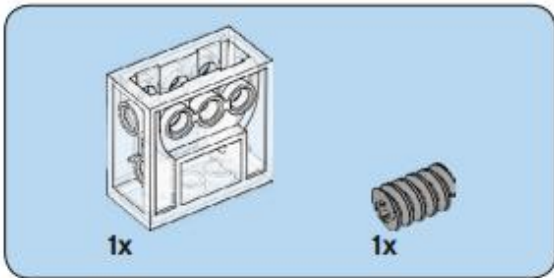
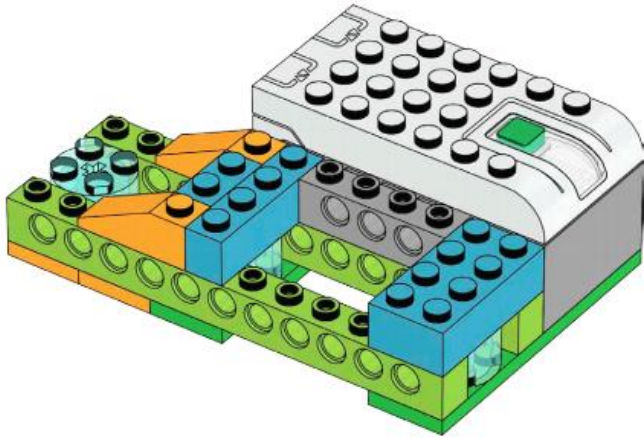


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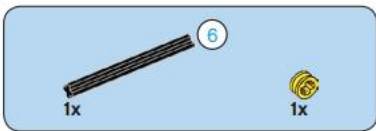
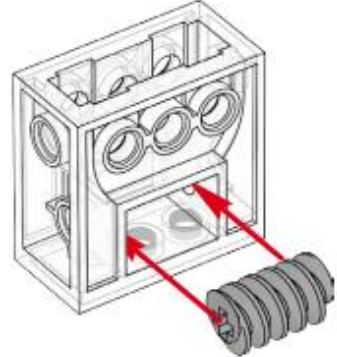




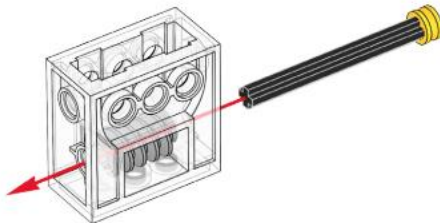
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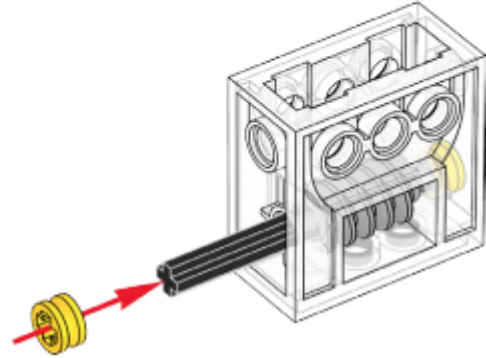


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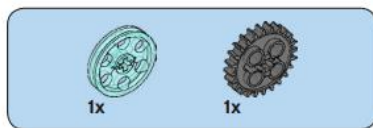
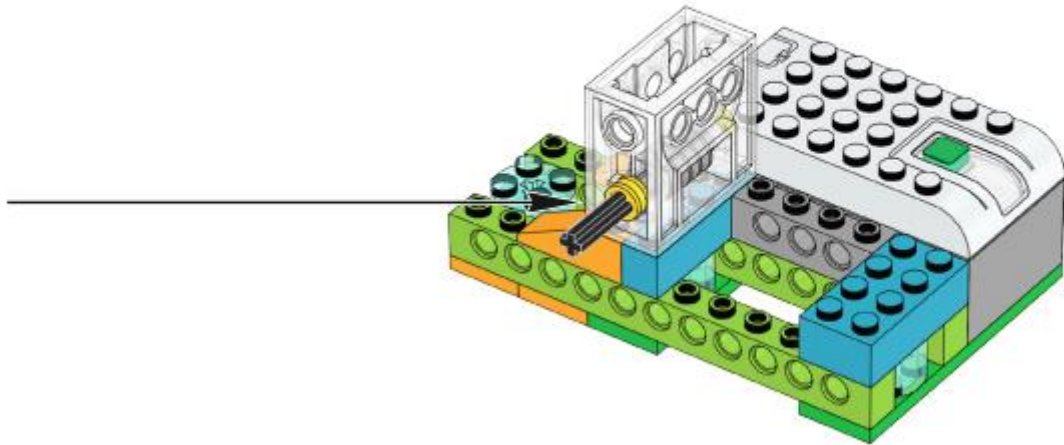




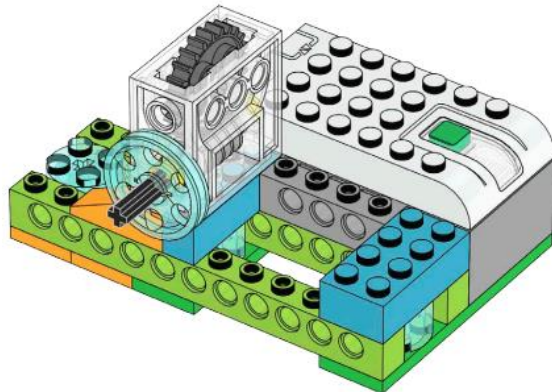
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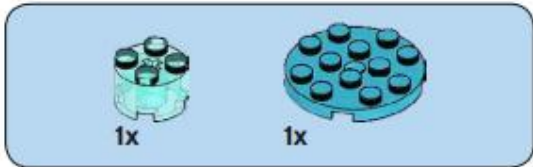
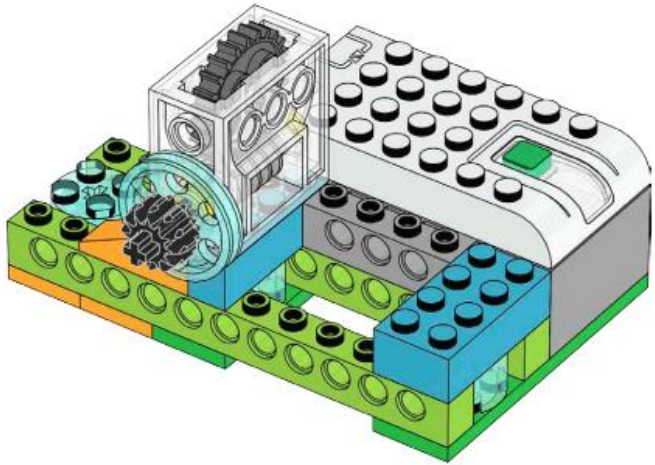


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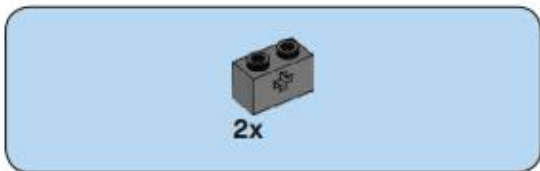




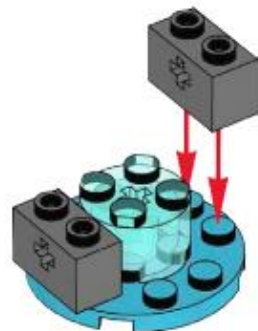
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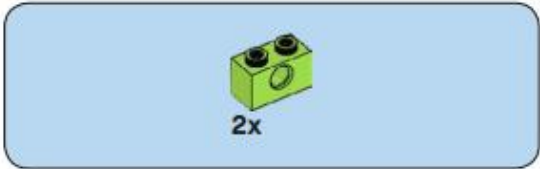


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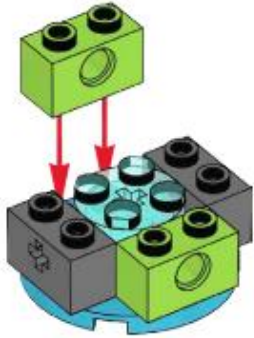


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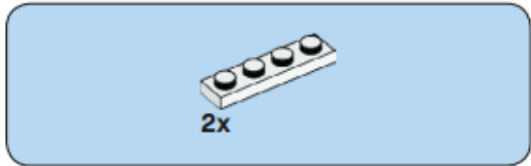
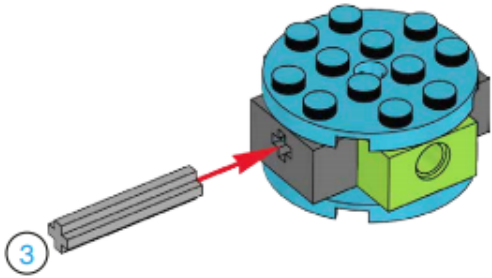




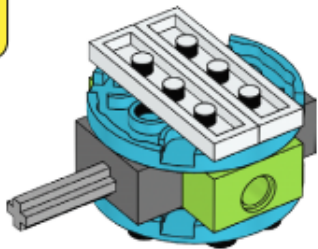
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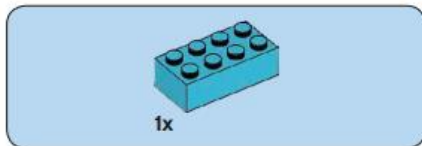
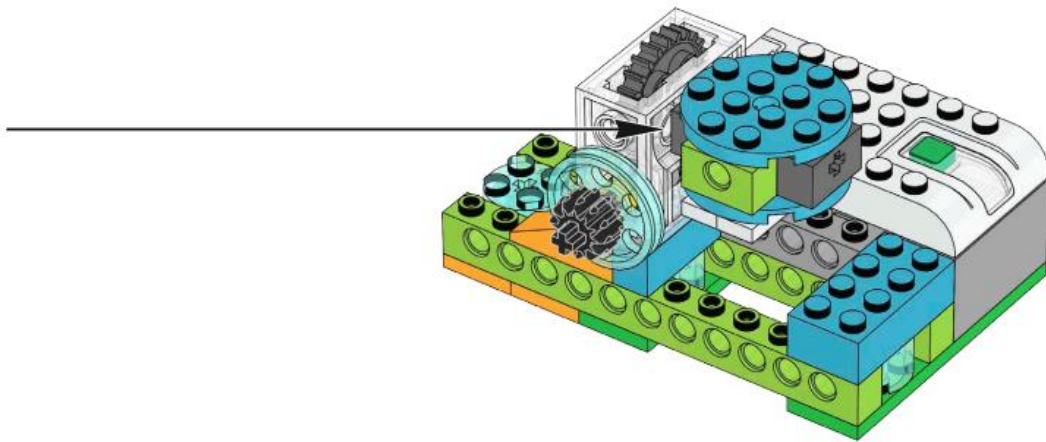
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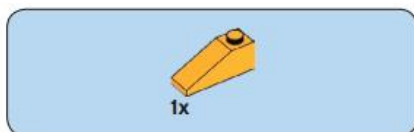
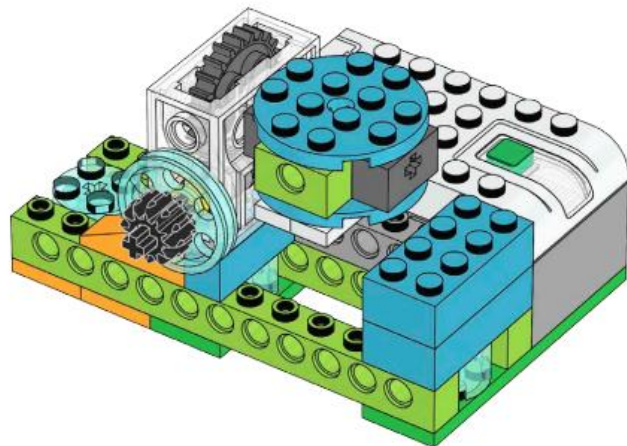
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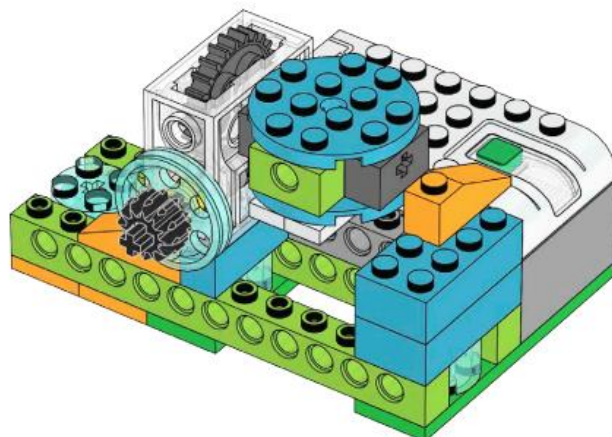
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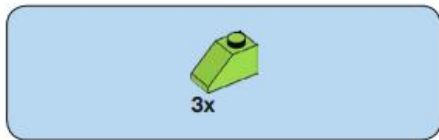


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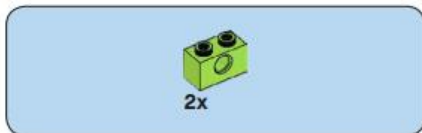
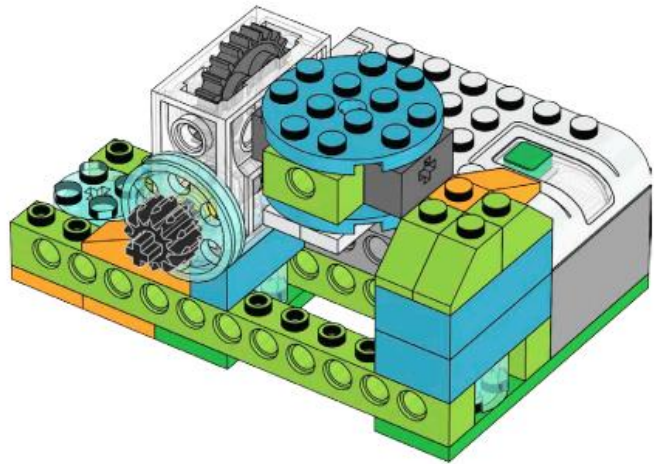


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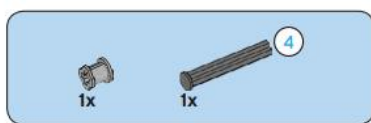
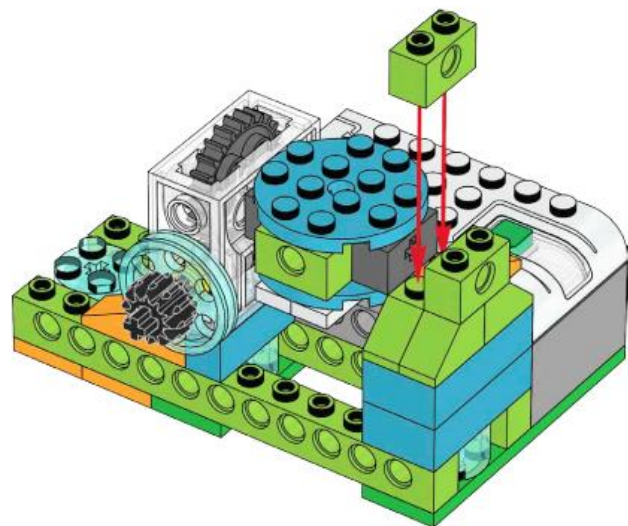




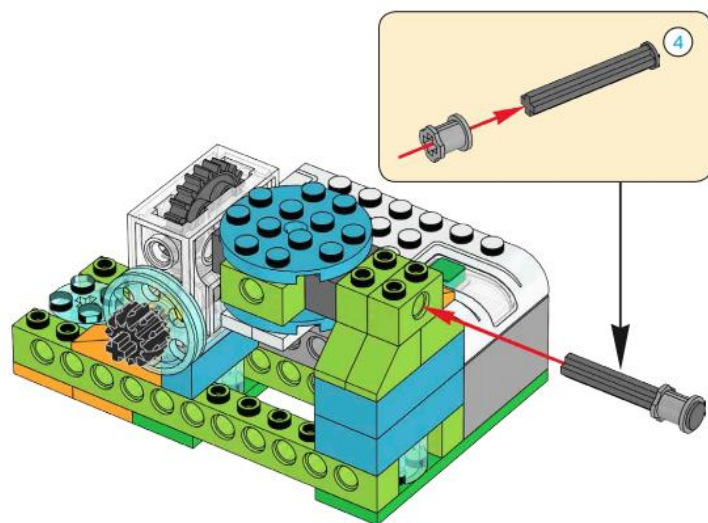
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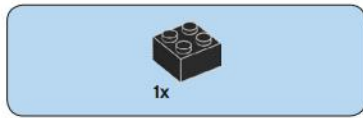


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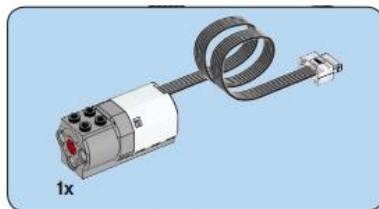
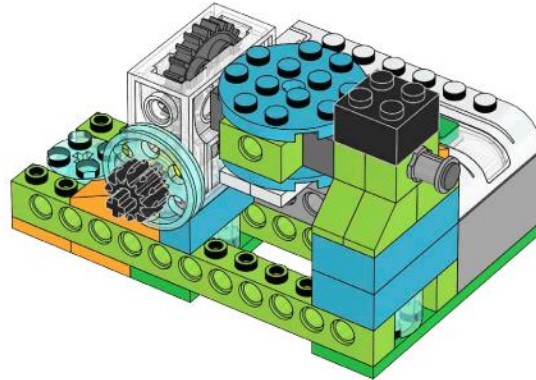


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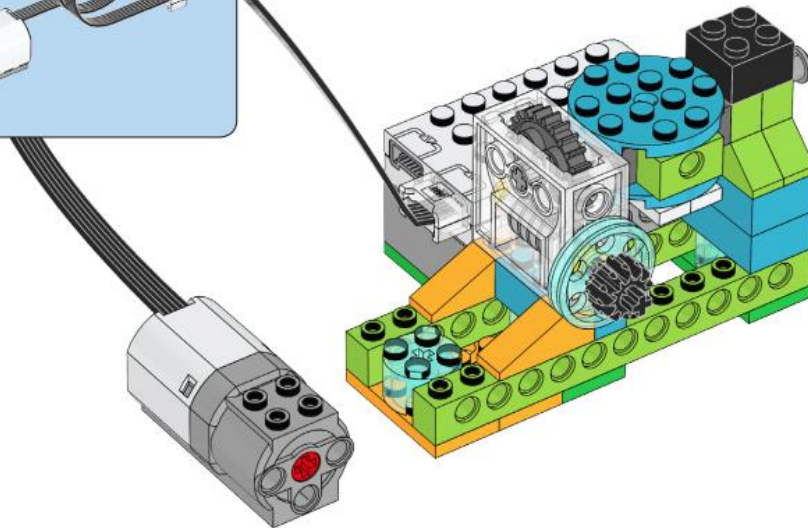




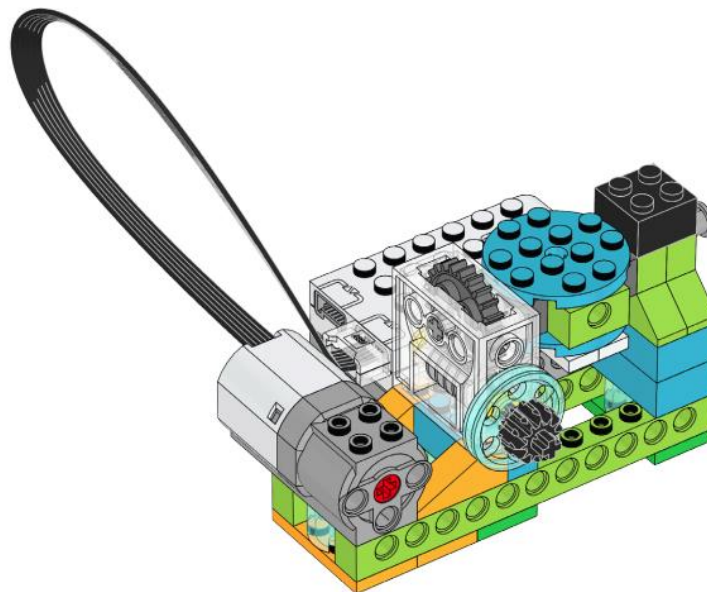
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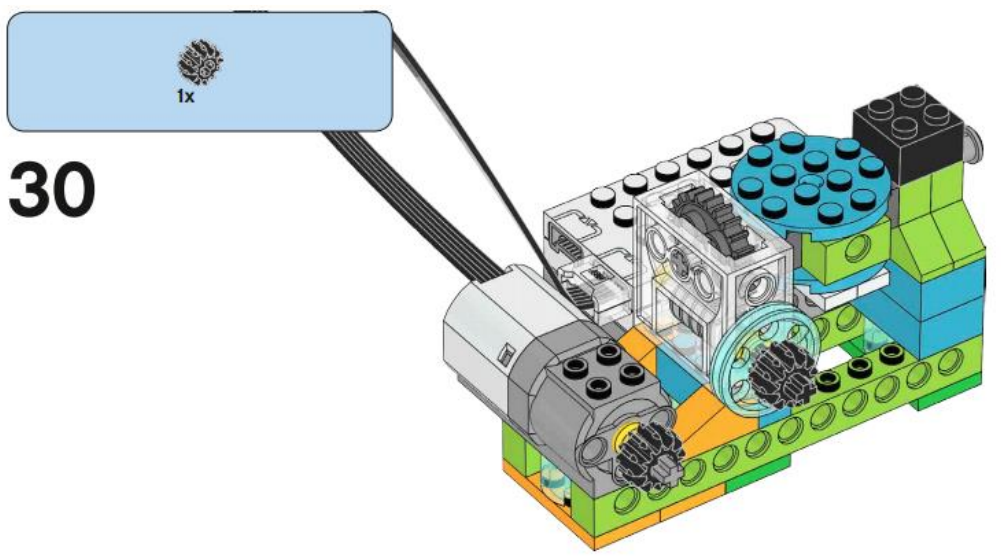
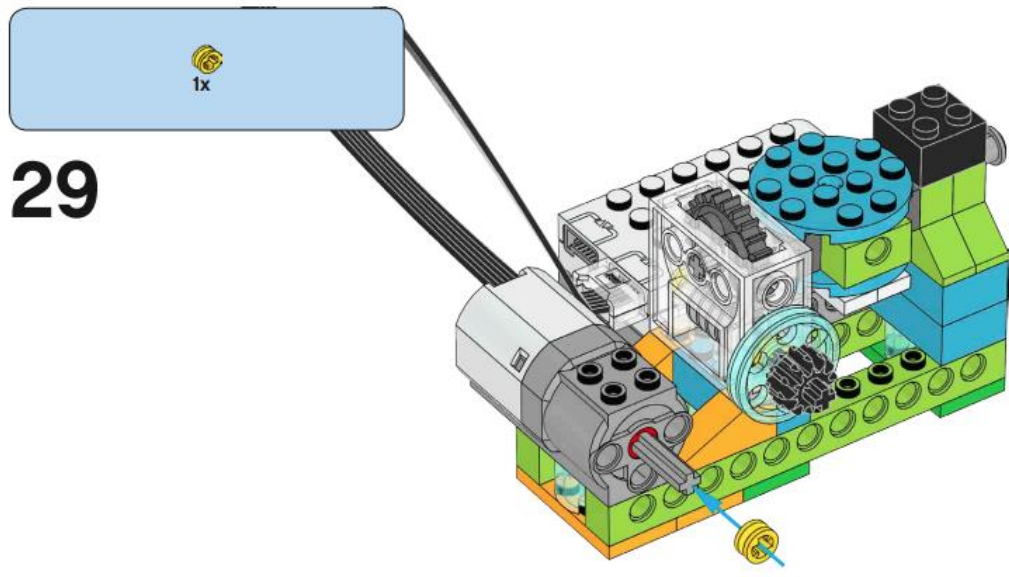
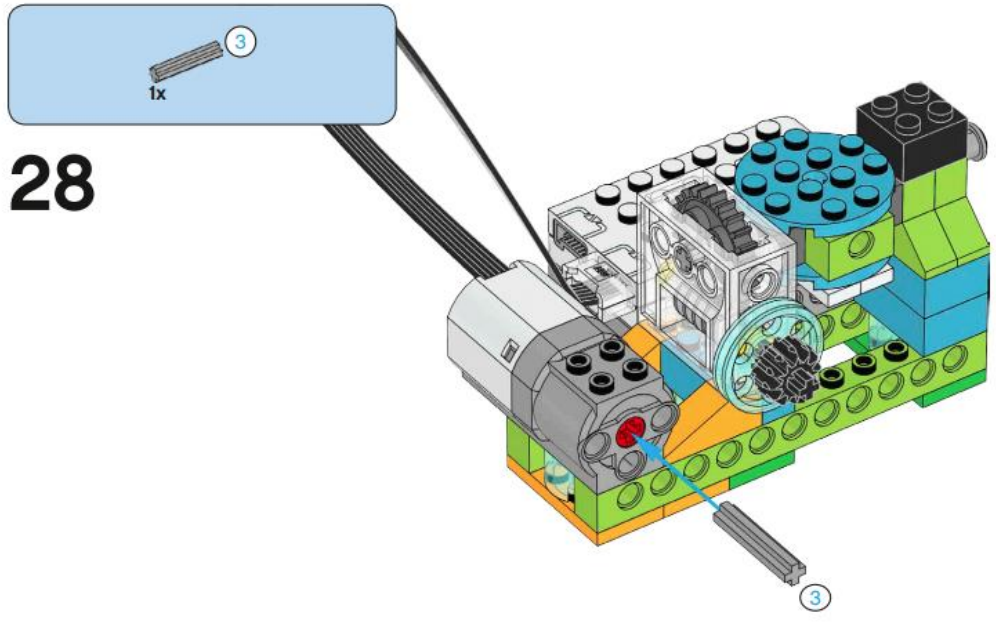


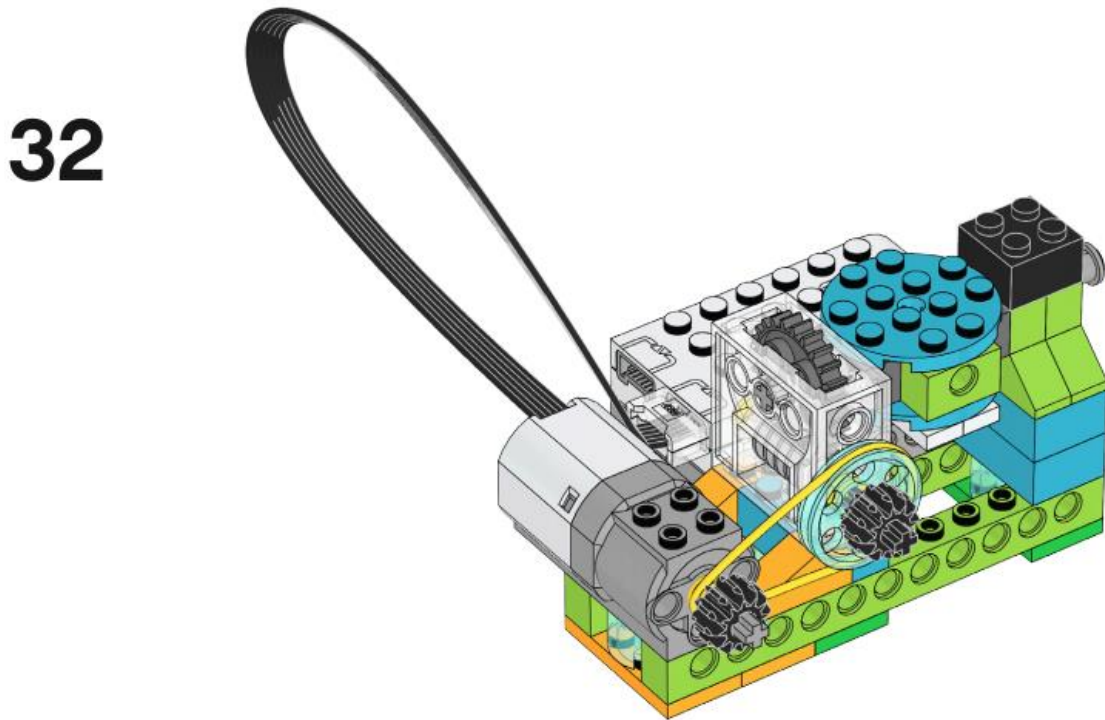
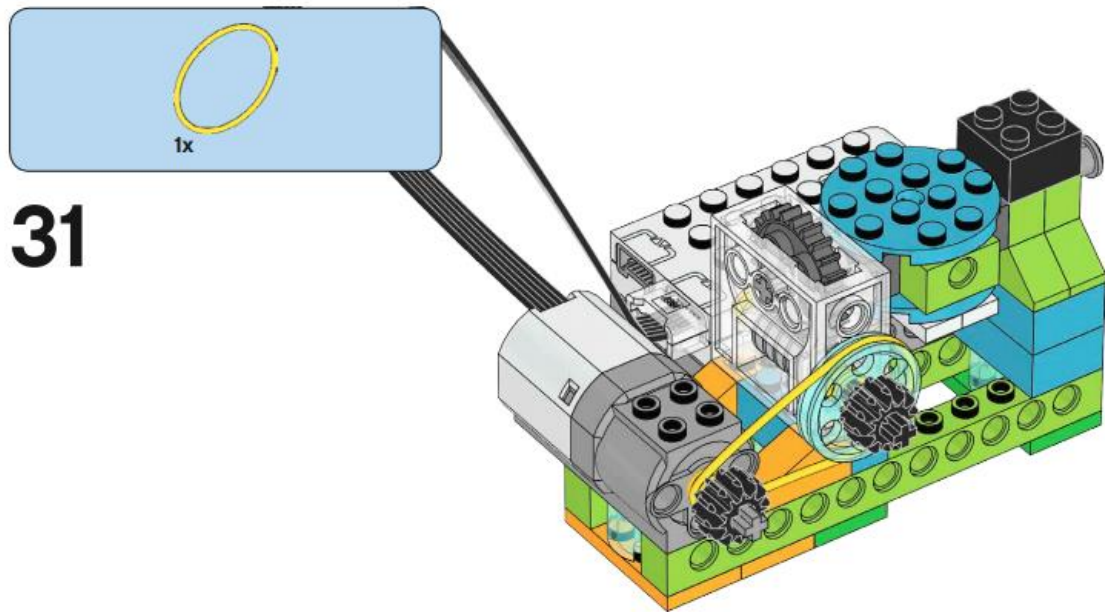
26



27







En este capítulo vamos a utilizar bloques, con esta opción nos evita tener que escribir código que se repite en el programa.

Codificación

