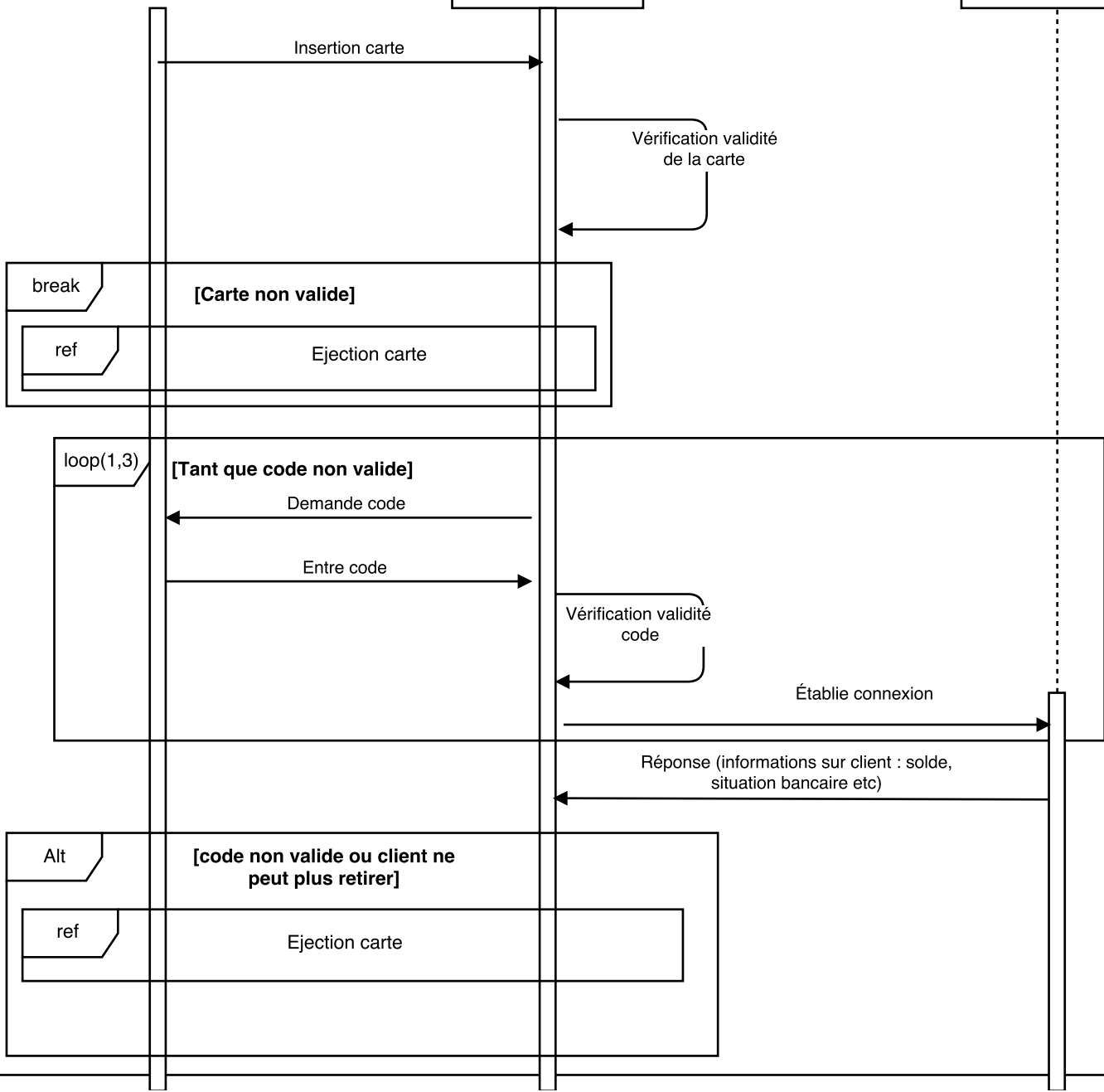
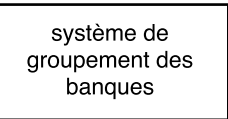
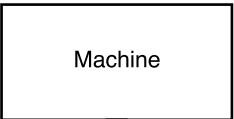
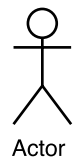


Saisie du code et connexion

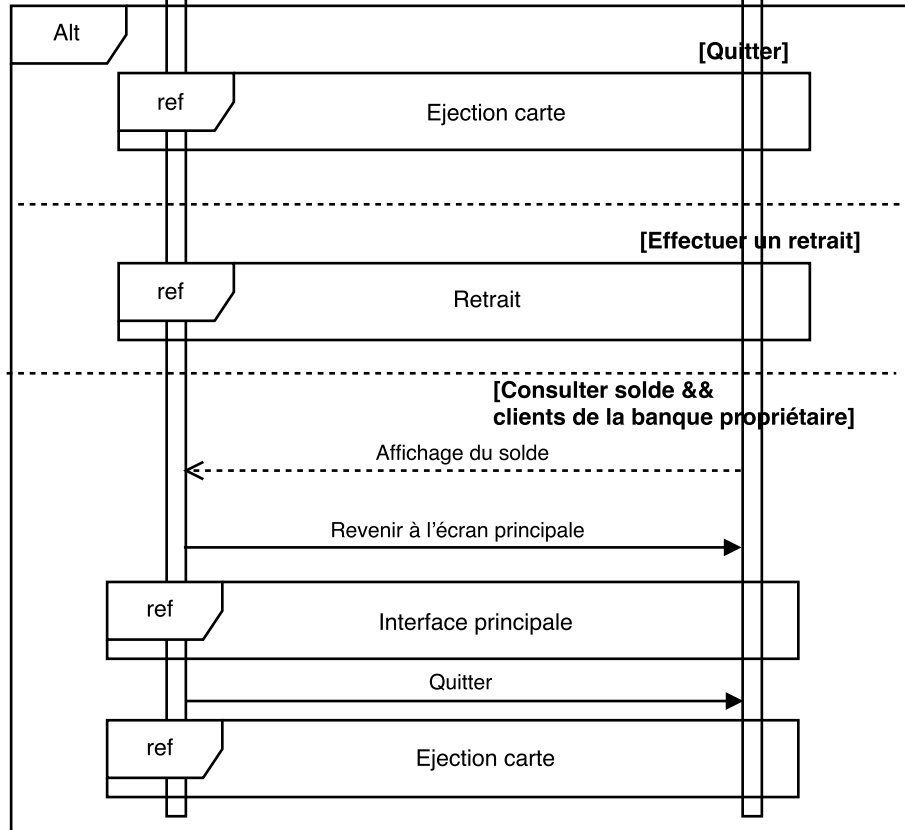
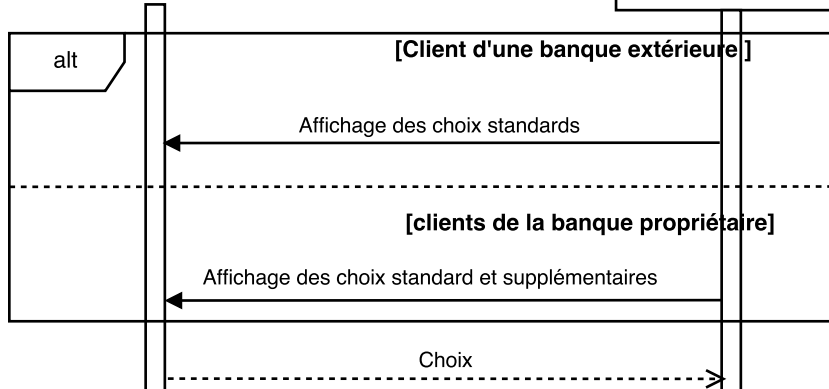


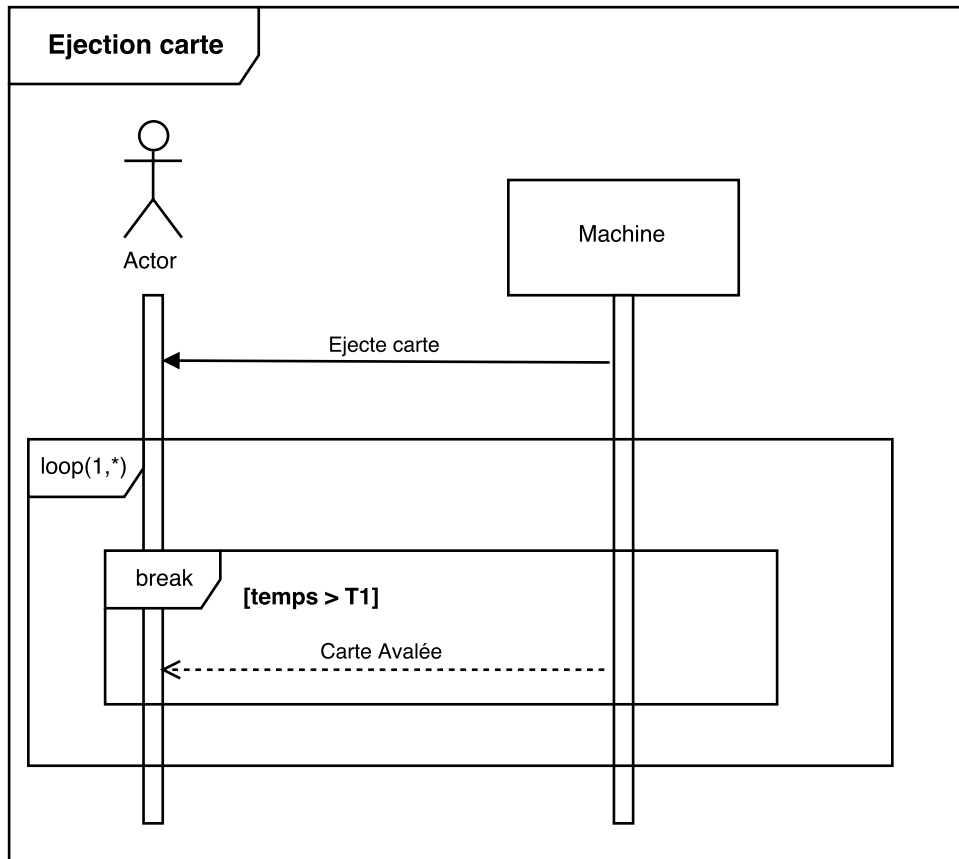
# Interface principale

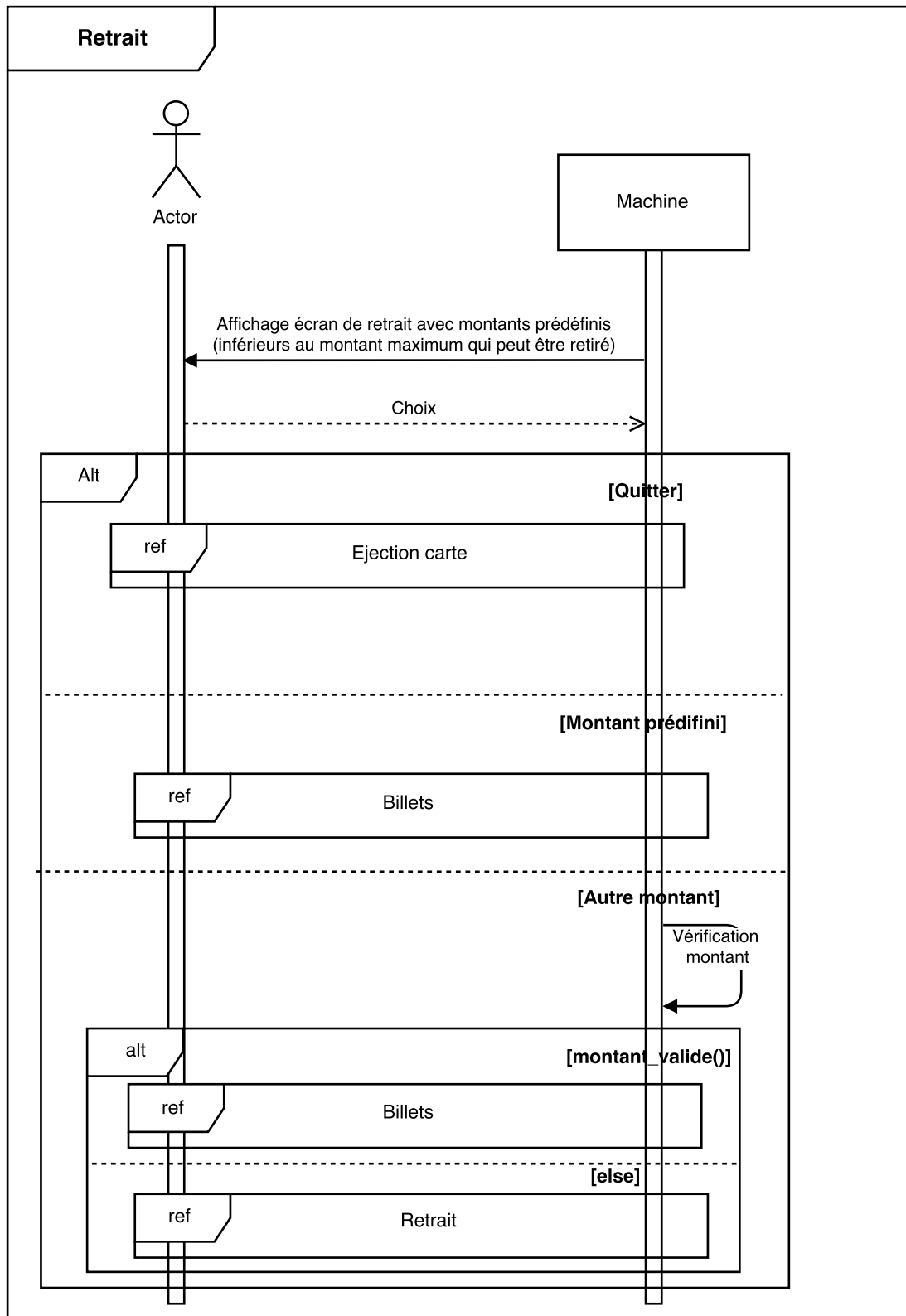


Actor

Machine







## Billets

