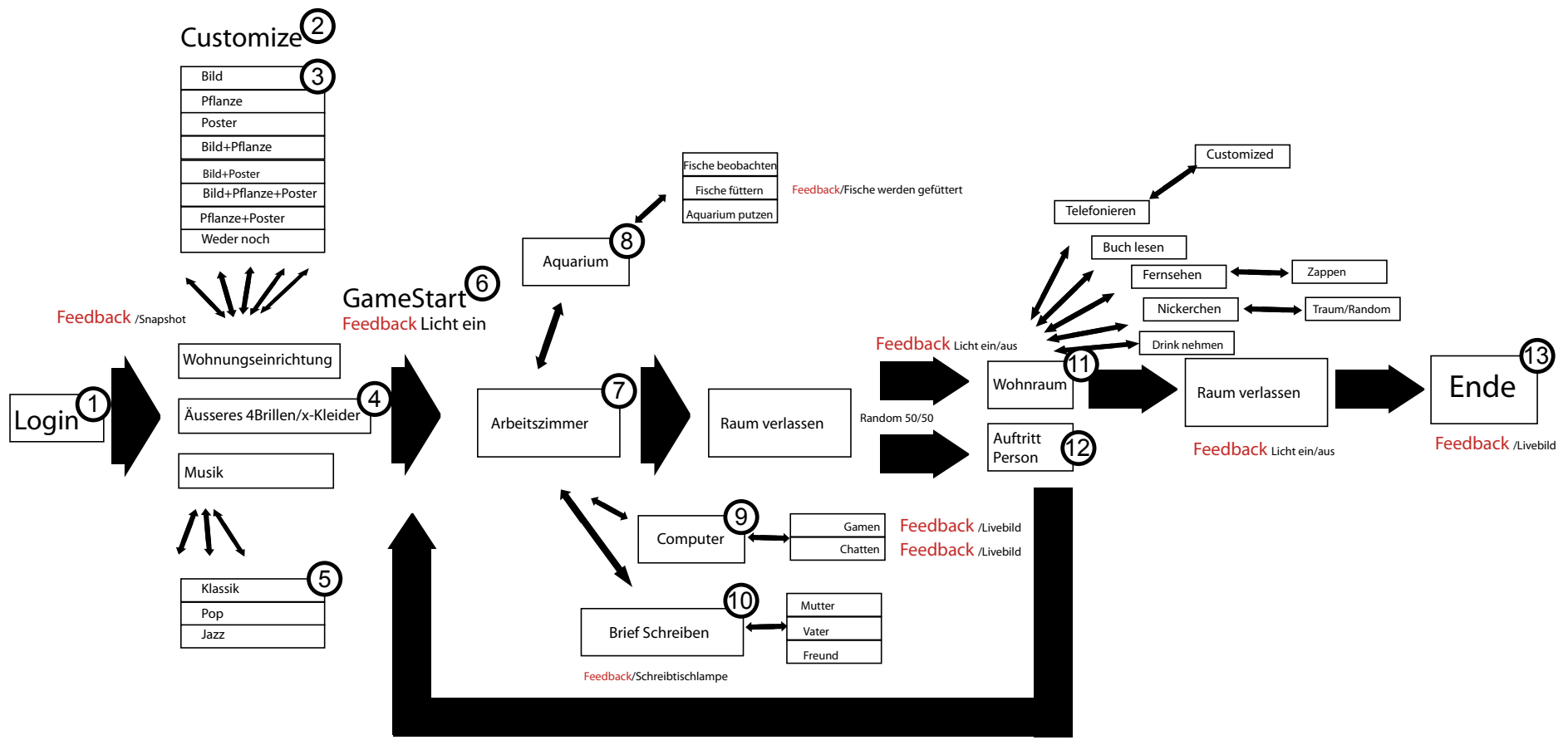


Programmstruktur von „SimYourself“



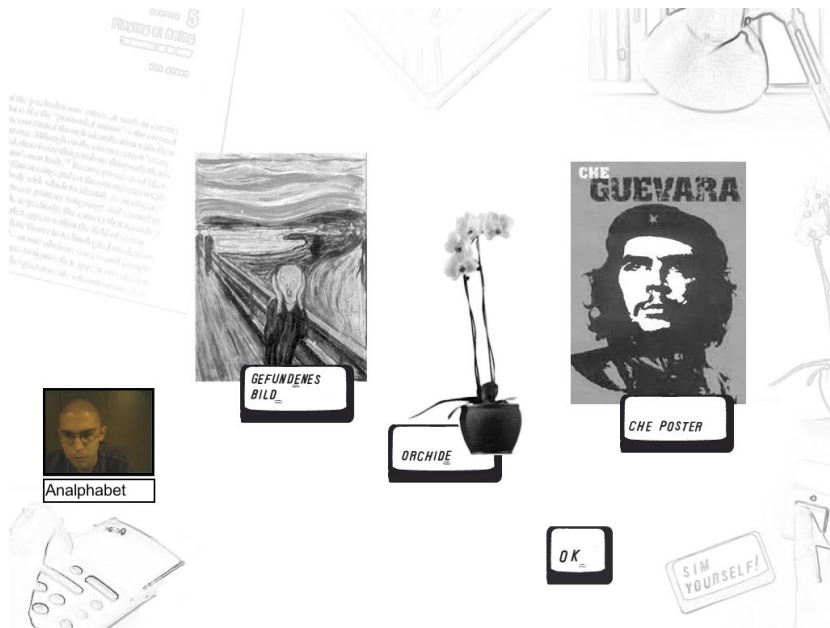
1.



2.



3.



4.



4.



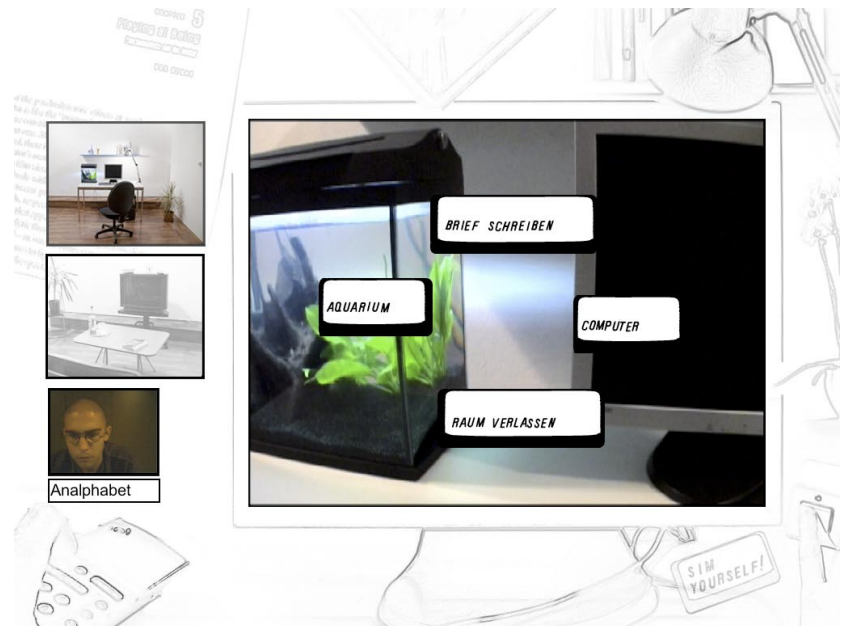
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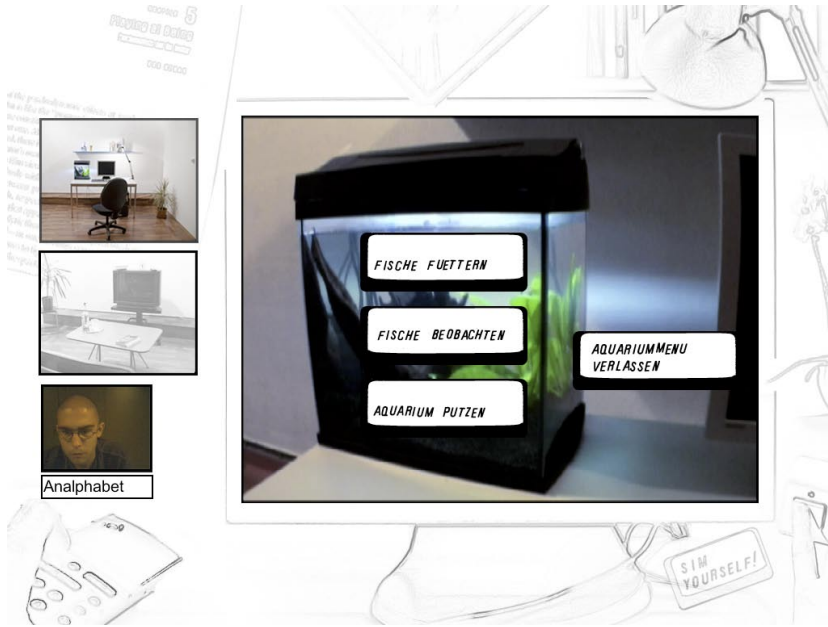
6.



7.



8.



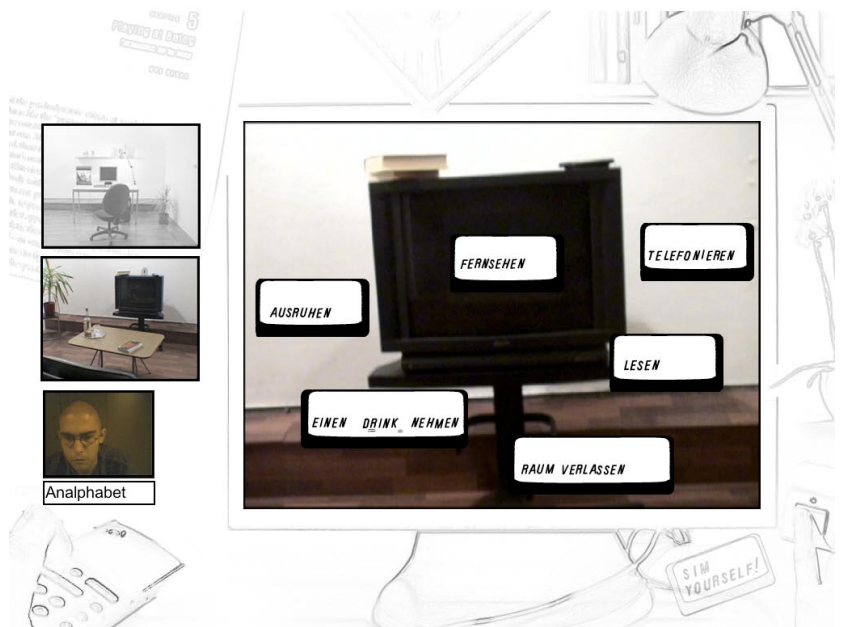
9.



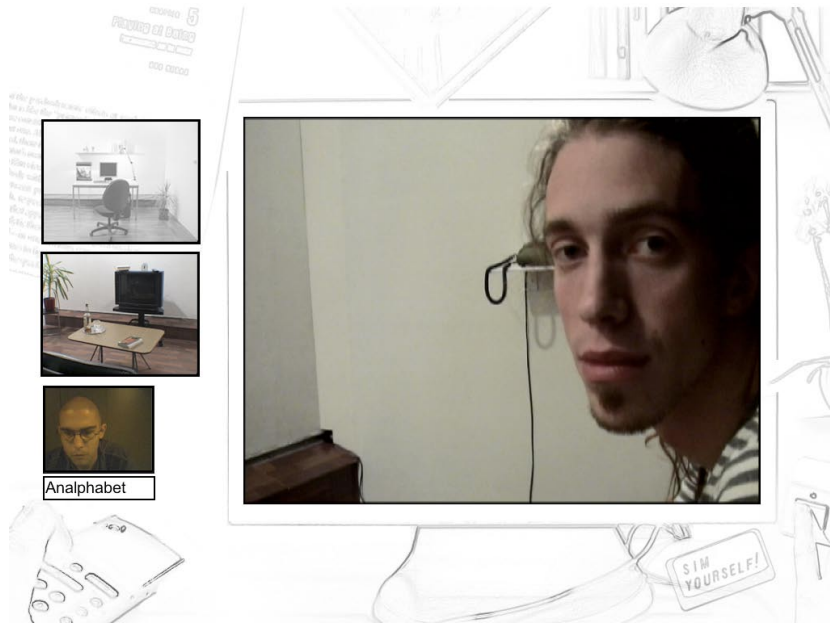
10.



11.



12.



13.

