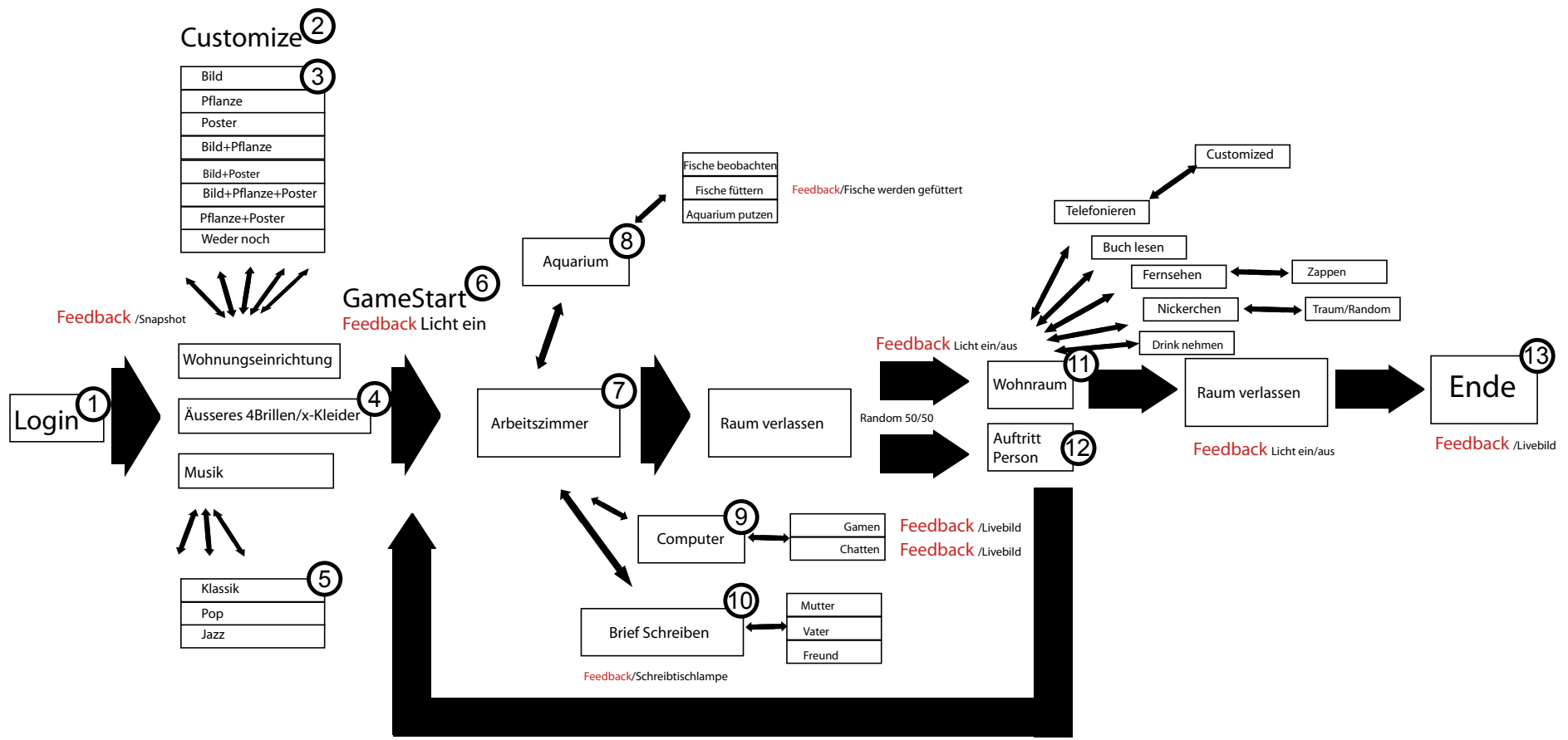


Programmstruktur von „SimYourself“



1.



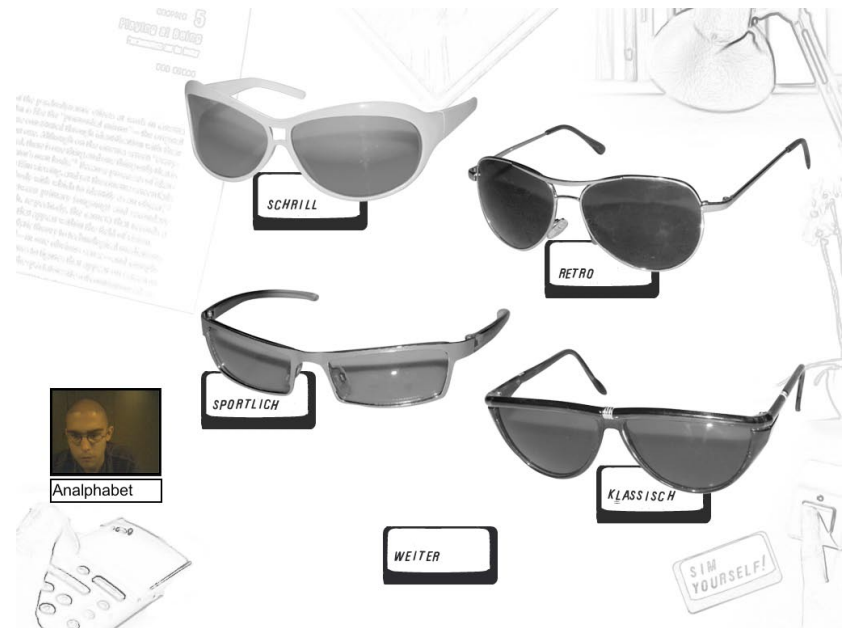
2.



3.



4.



8.



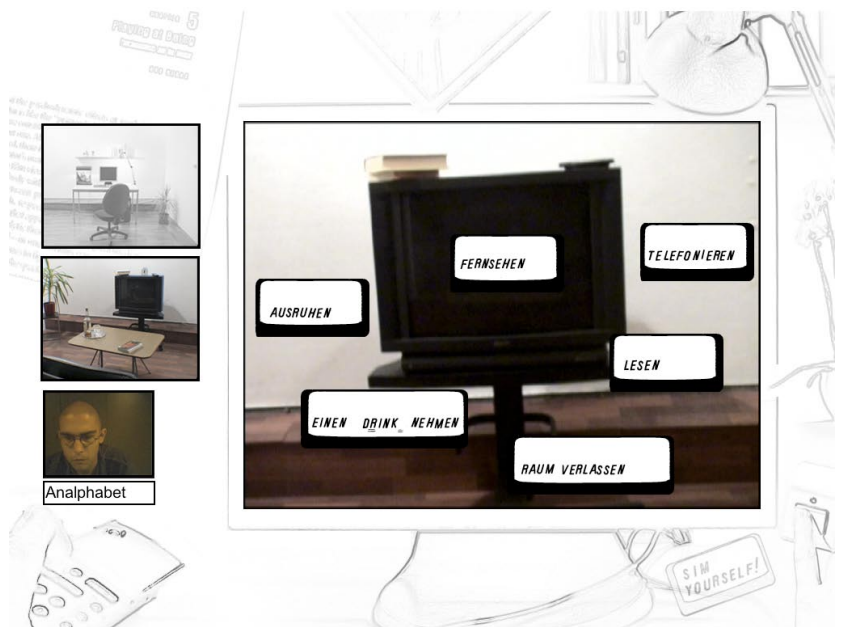
9.



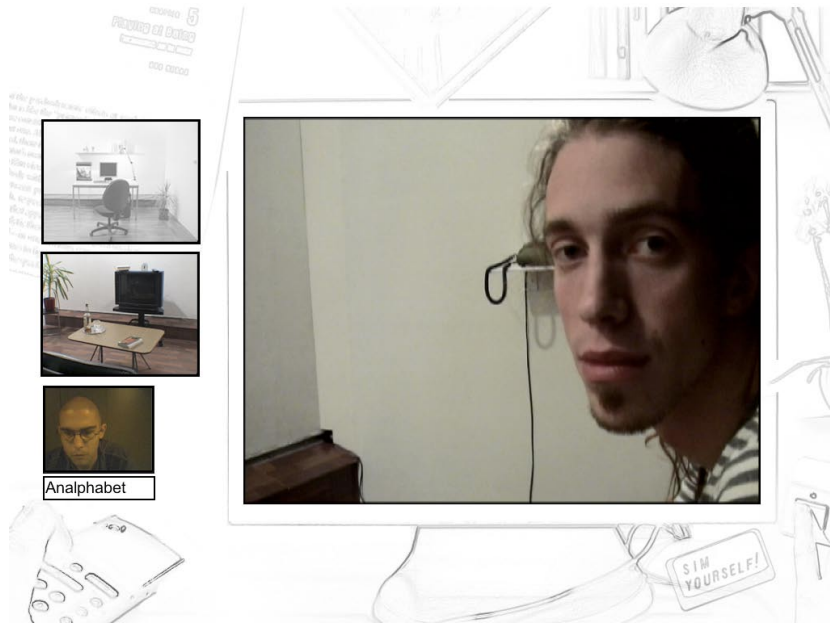
10.



11.



12.



13.

