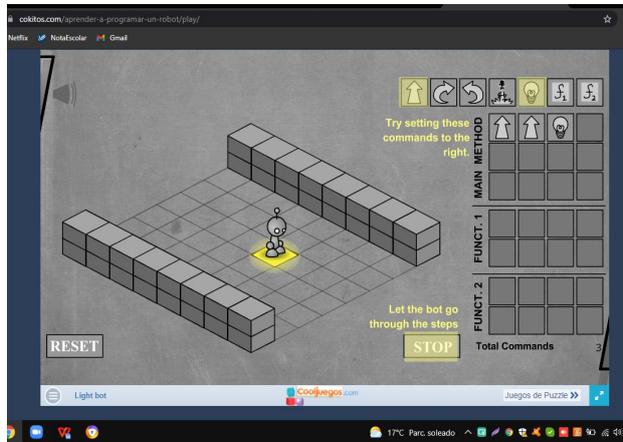


ACTIVIDAD PROGRAMAR UN ROBOT

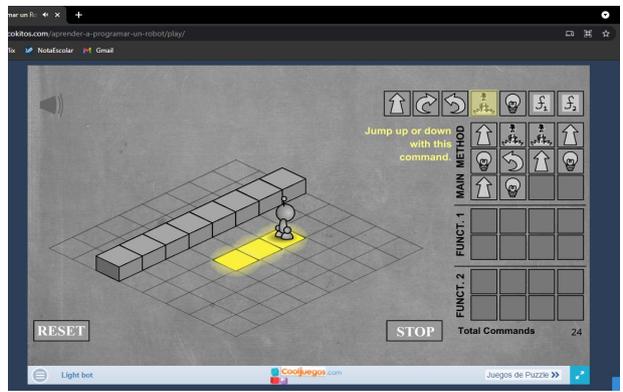
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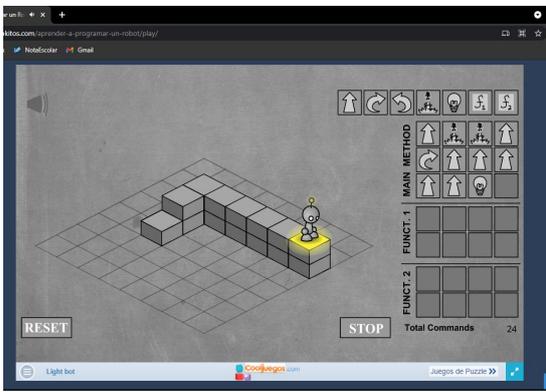
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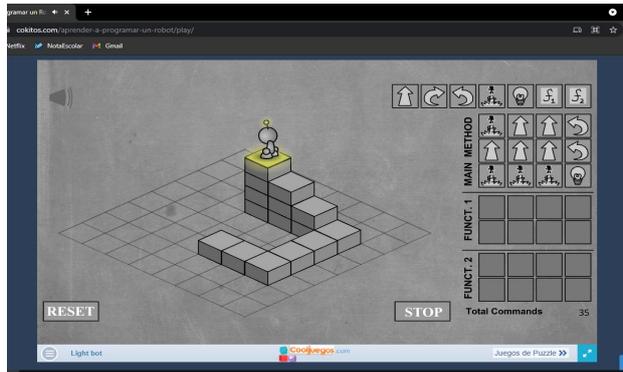
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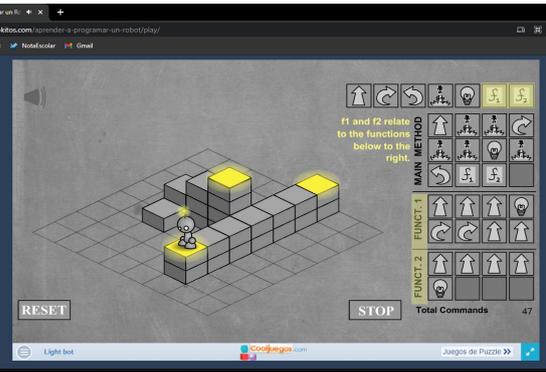
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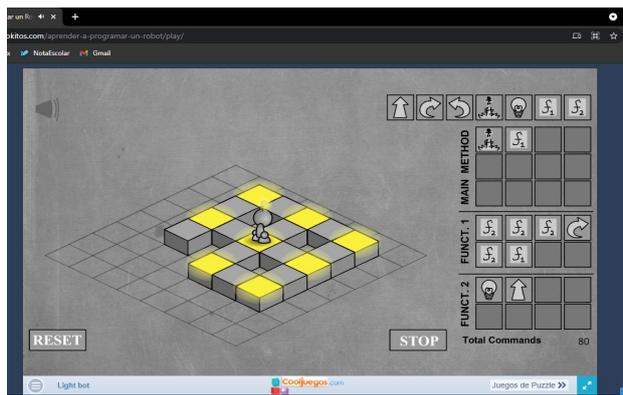
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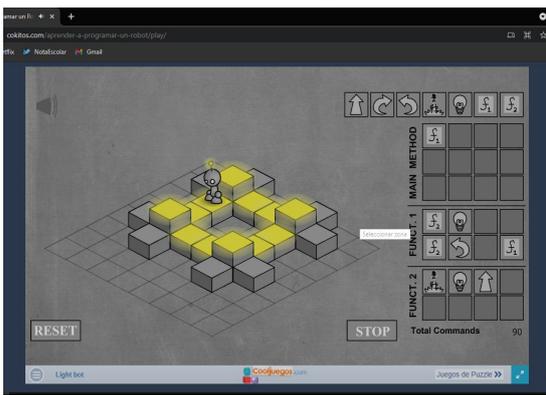
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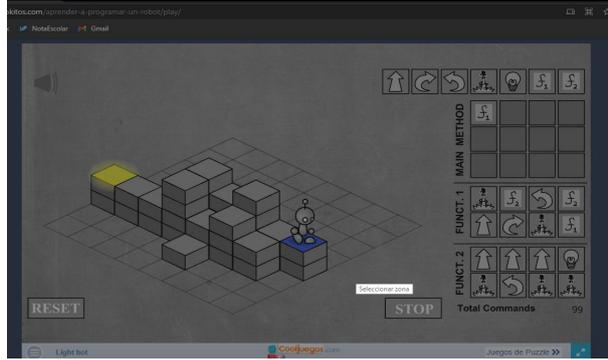
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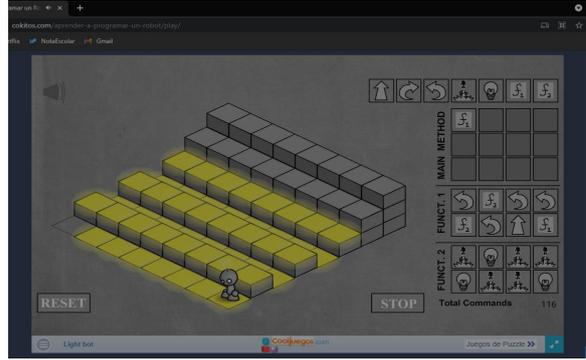
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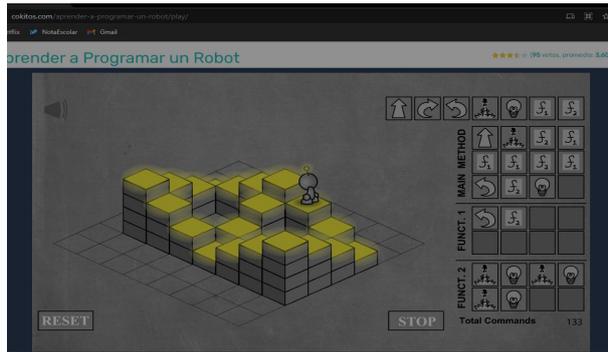
NIVEL 9



NIVEL 10



NIVEL 11



PUNTAJE FINAL

