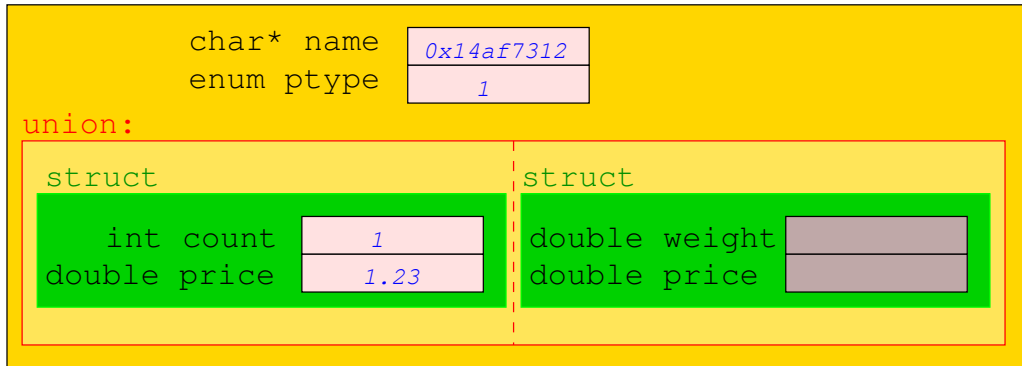


Logische Sicht:

struct



"Speicherabbild":

