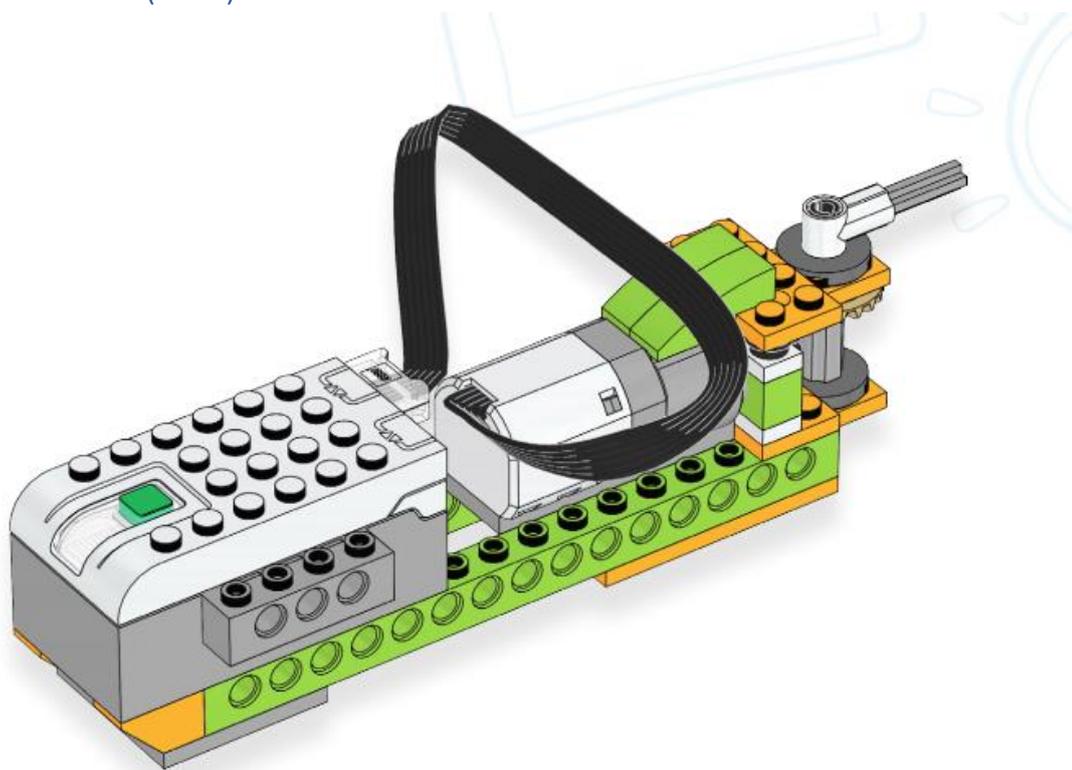
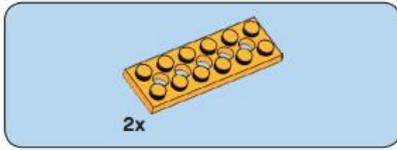


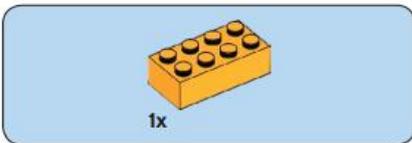
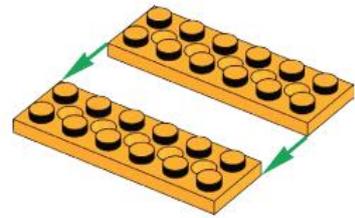
Capítulo 17 (Flex) Flexionar



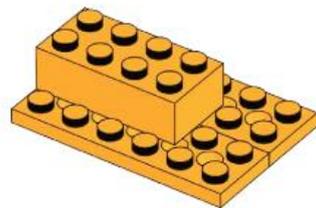
Para este capítulo necesitamos solo un kit.

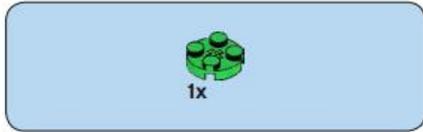


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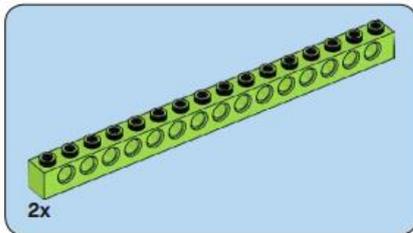
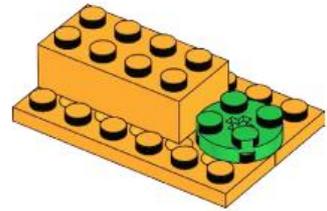


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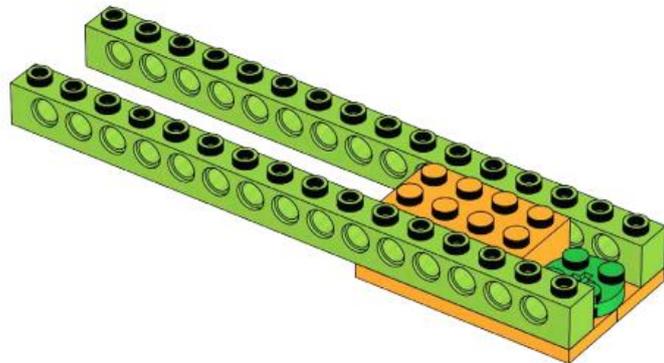


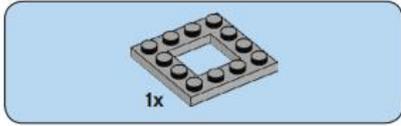


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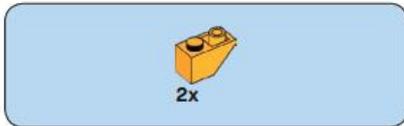
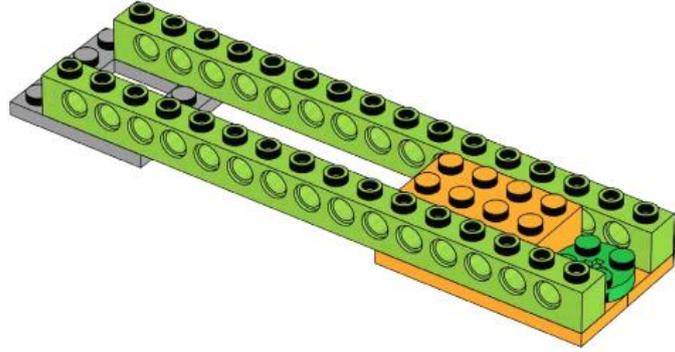


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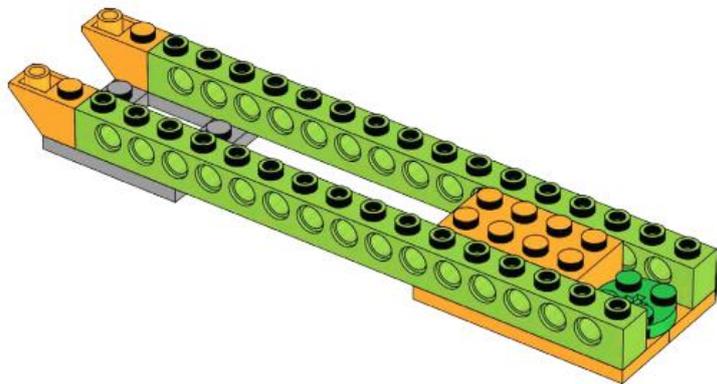


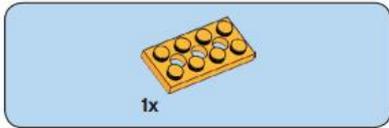


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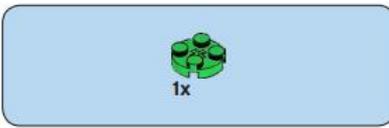
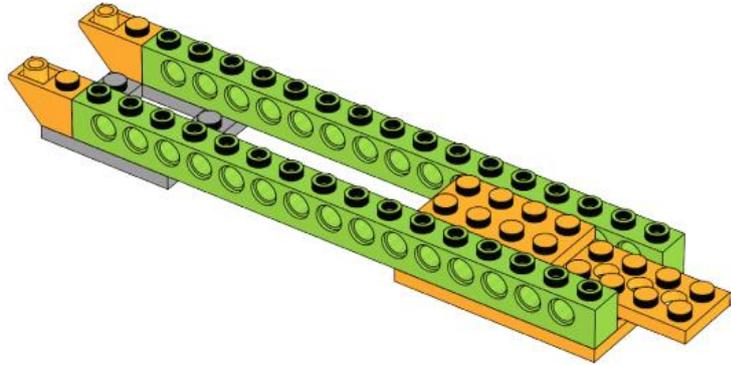


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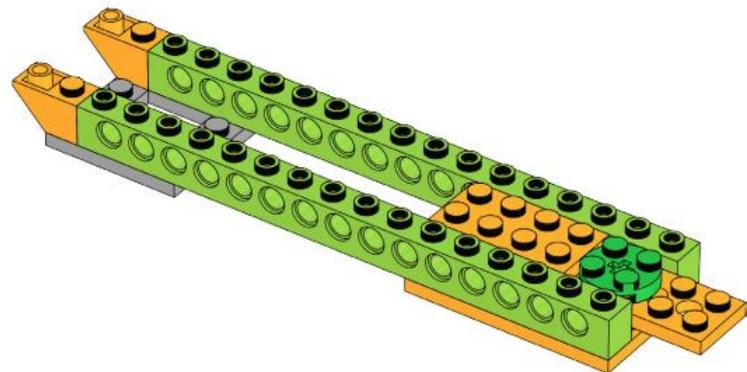


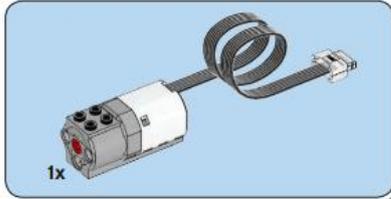


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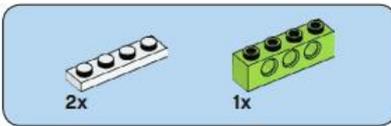
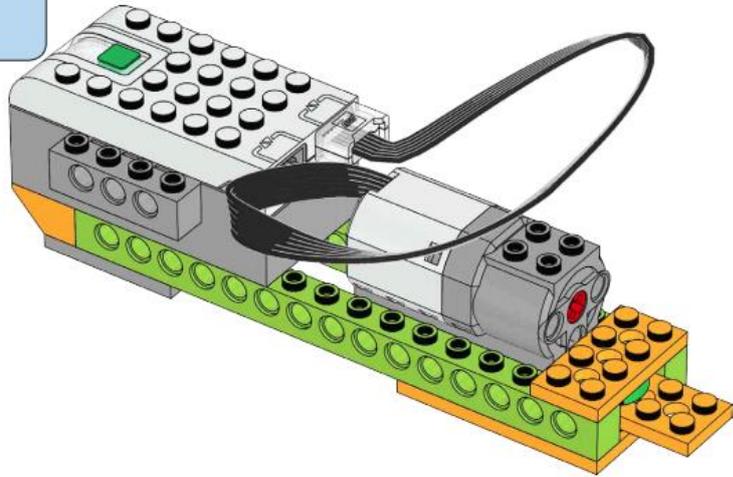


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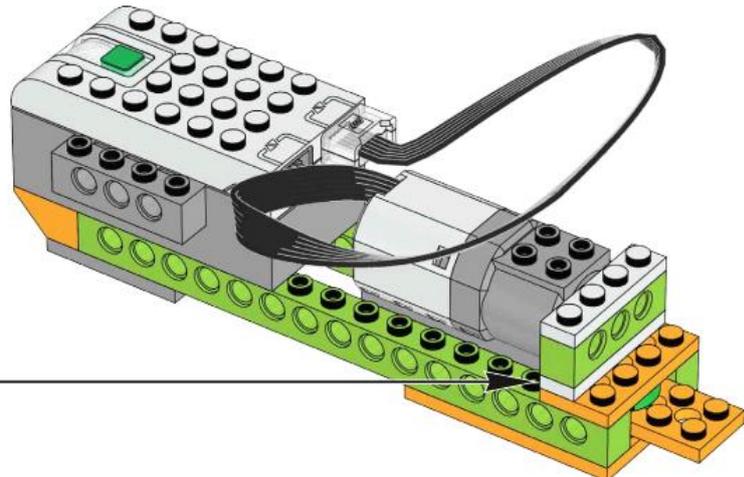
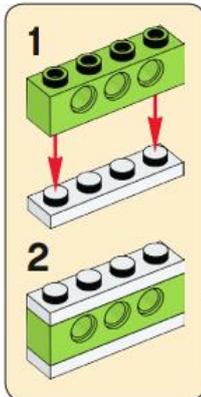


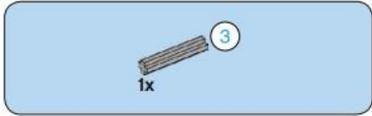


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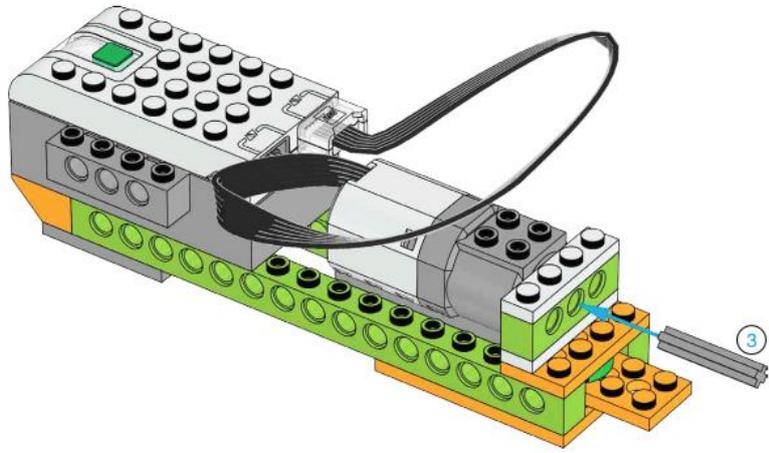


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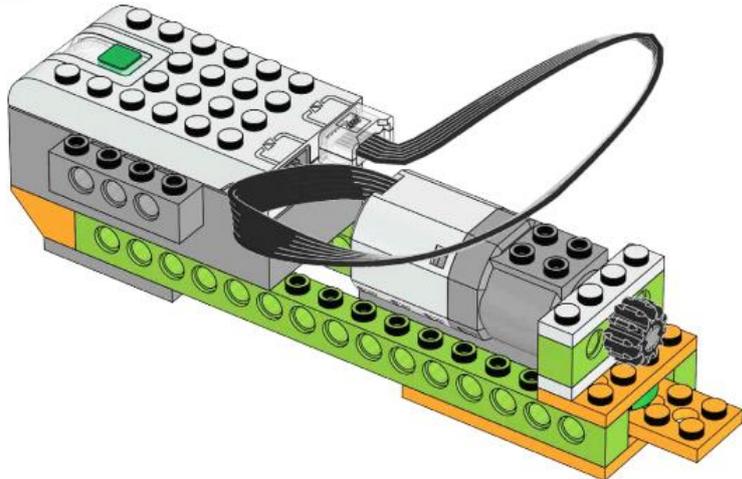


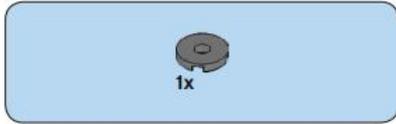


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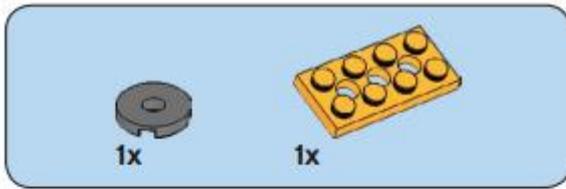
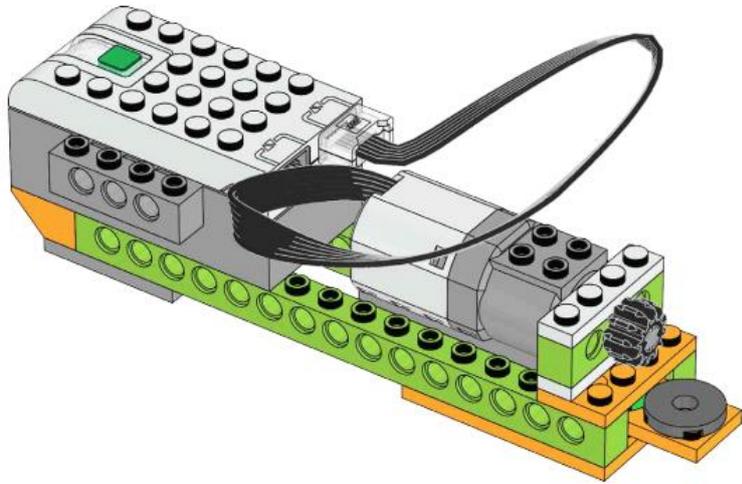


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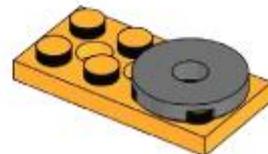


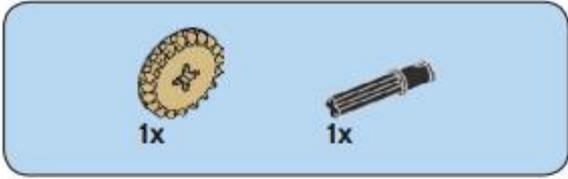


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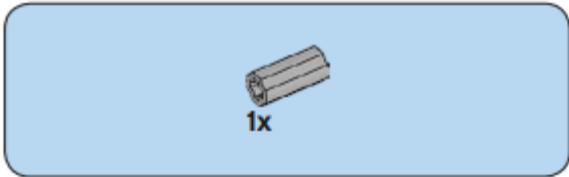
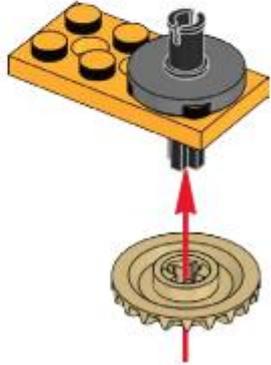


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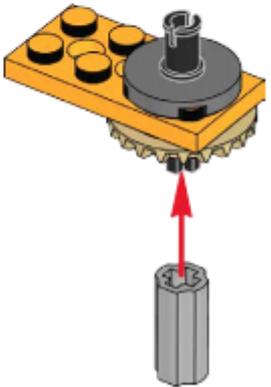


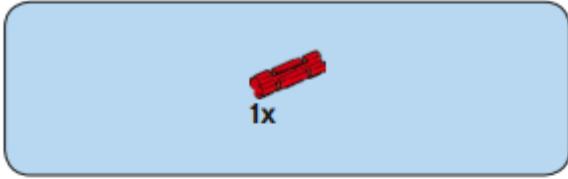


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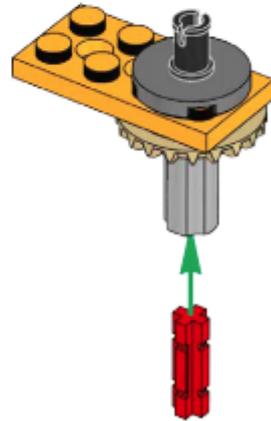


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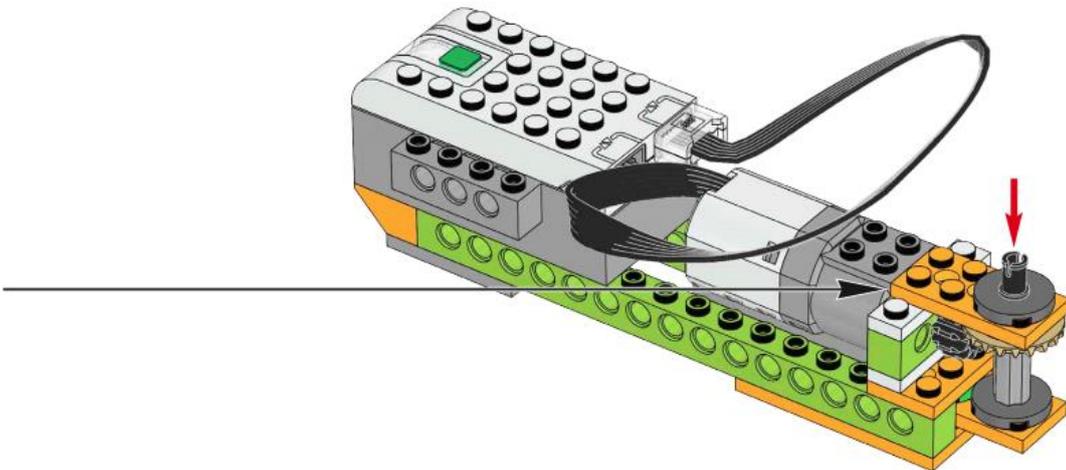




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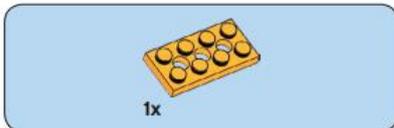
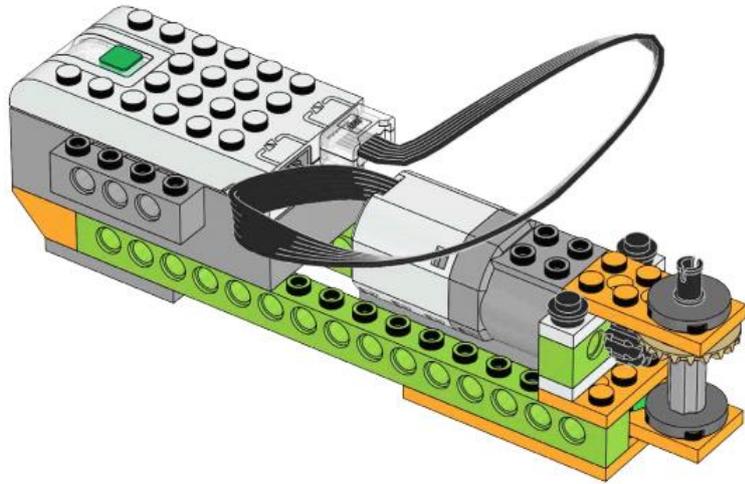


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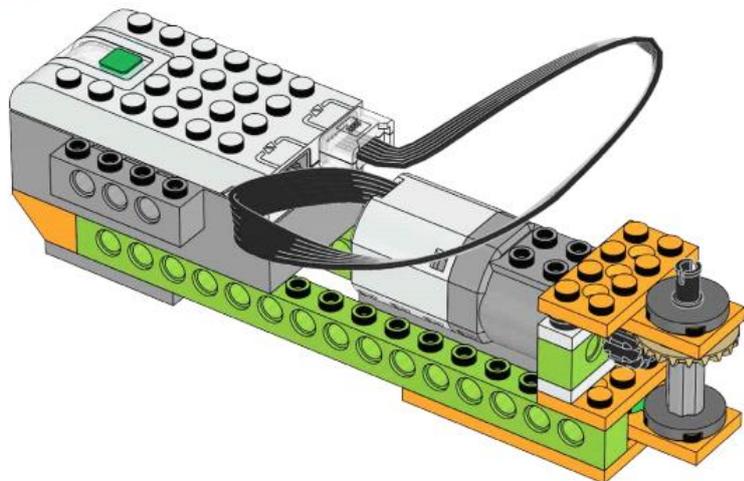


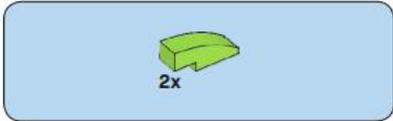


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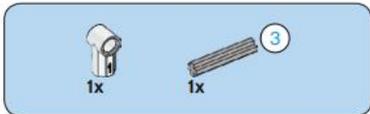
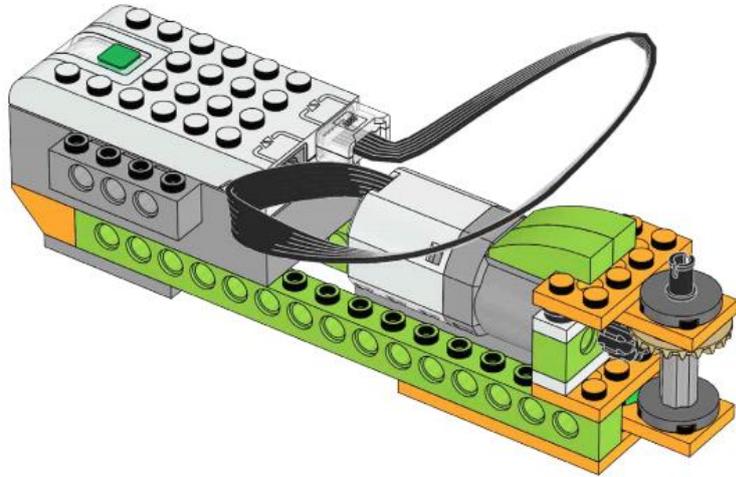


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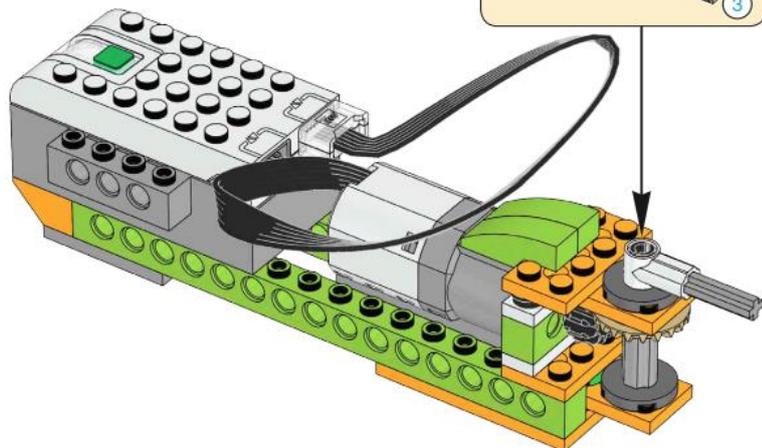
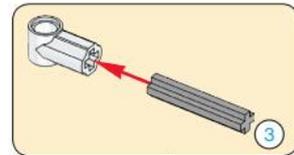




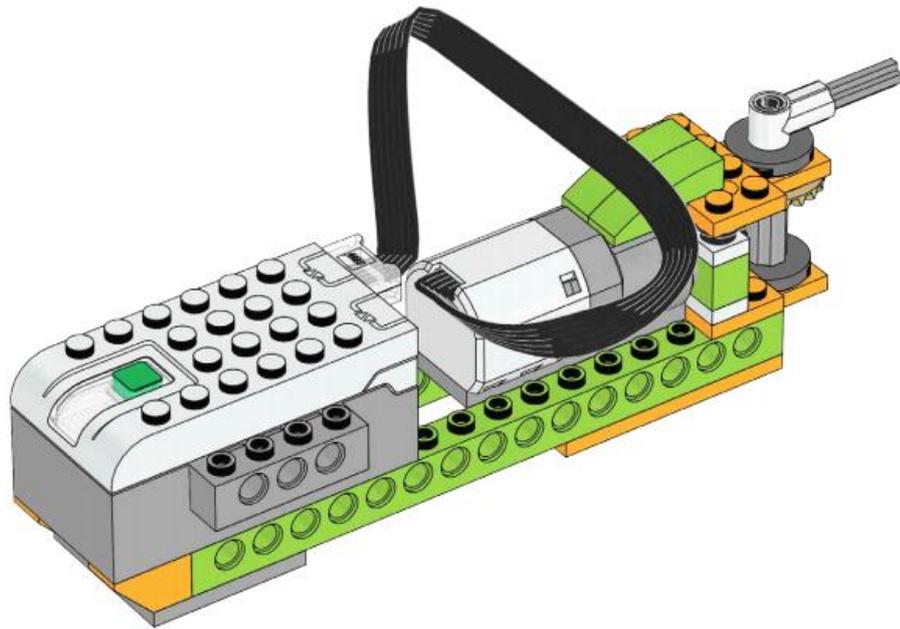
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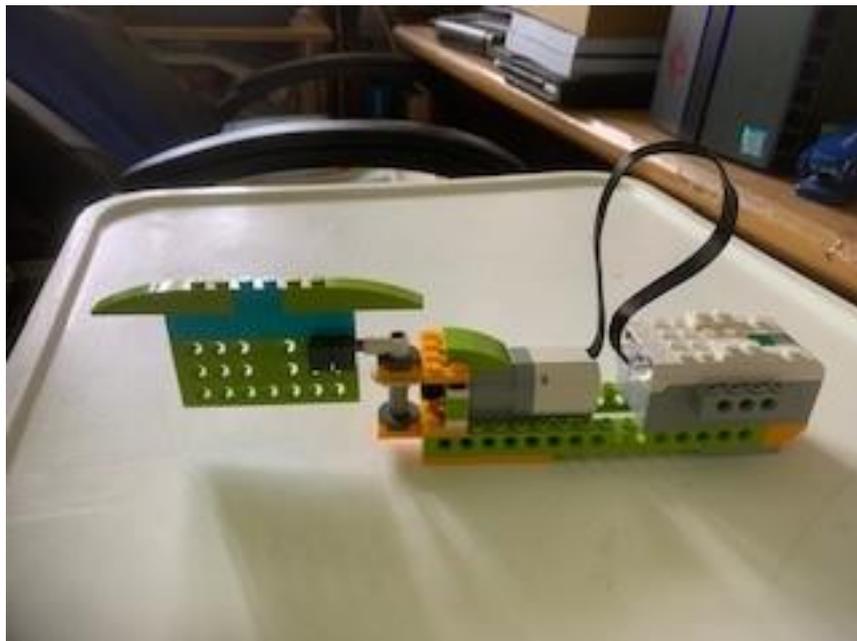
24



25



A este proyecto le vamos a agregar una puerta.



Codificación

Vamos a crear dos códigos, uno para que la puerta se desplace de derecha a izquierda y un segundo código para que la puerta se desplace de izquierda a derecha.

