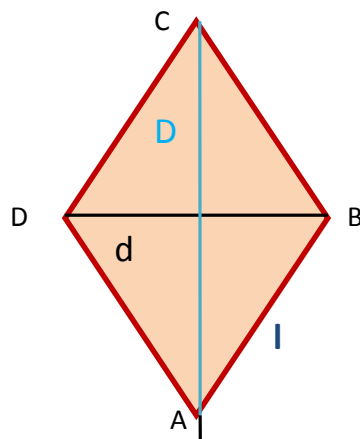


# ROMBO



D = DIAGONALE MAGGIORE

d = diagonale minore

l = lato

