hoạt động

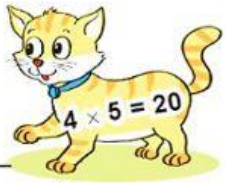
2 Tìm phép nhân thích hợp.



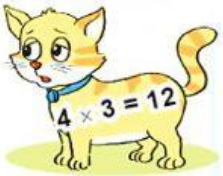














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