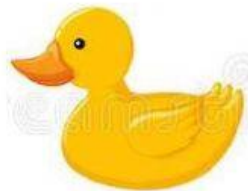
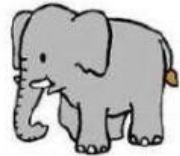


Ubique la vocal que corresponde con los objetos que empiecen con las vocales **a-e-i-o-u**



a a e i i u u o o