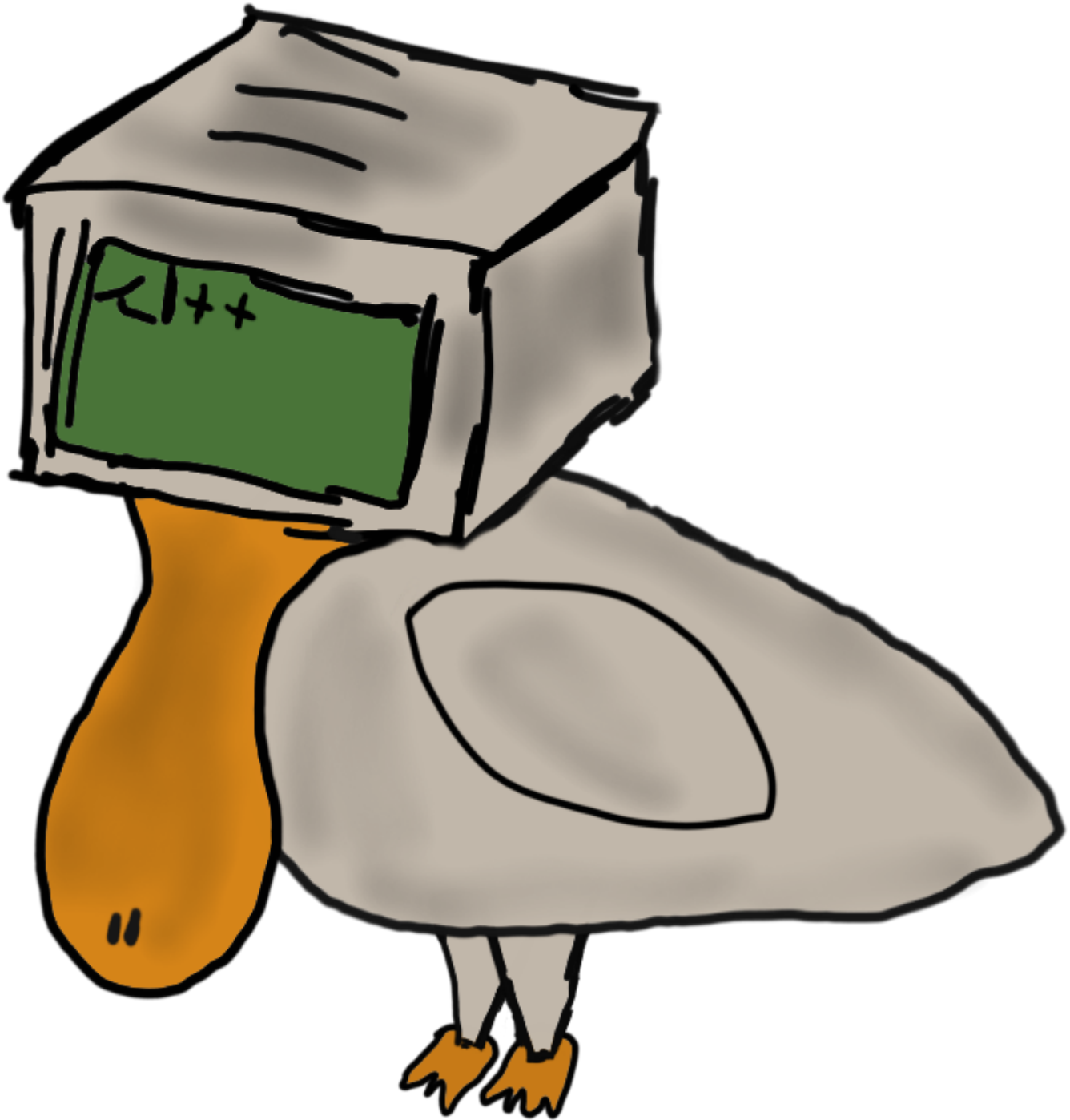


Inkremente



```
let mau = mau ++;
```

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