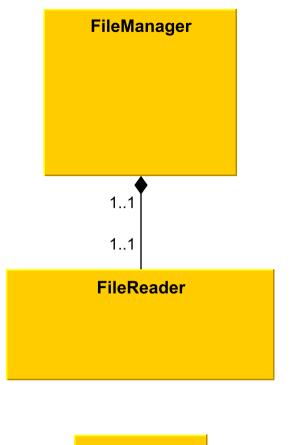


<<template>>

Array2D





<<Template>>
Point3D

FileWriter