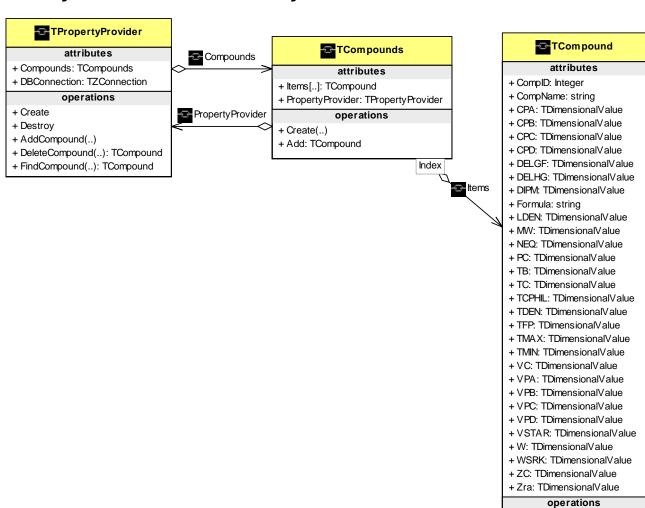
## **Thermodynamic Class Hierarchy**



+ Create(..) + Destroy