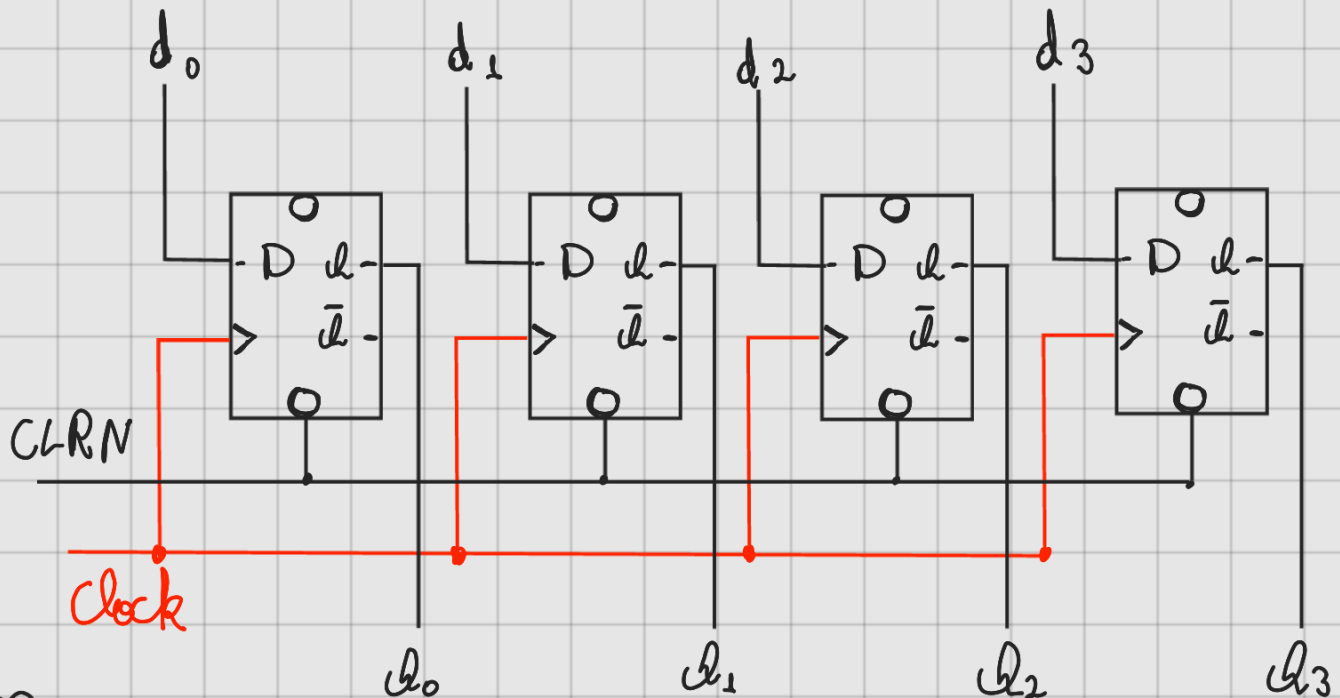
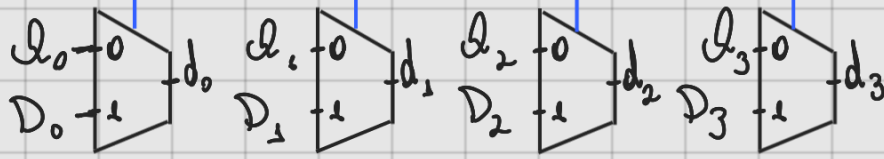


load



Para o projeto, não será necessário usar o pino set.

