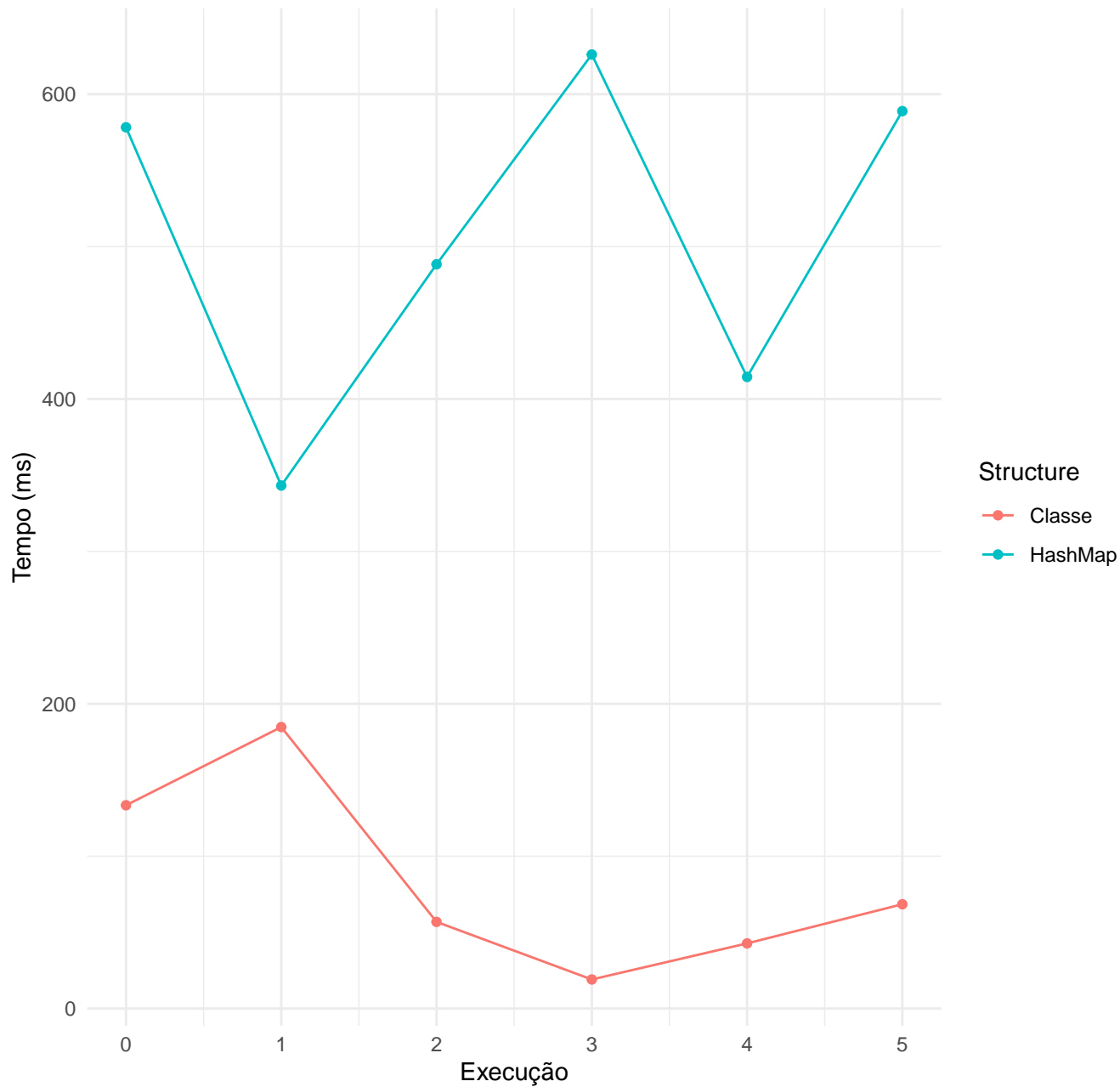


Tempo de Execução – HashMap vs Classe



Uso de Memória – HashMap vs Classe

