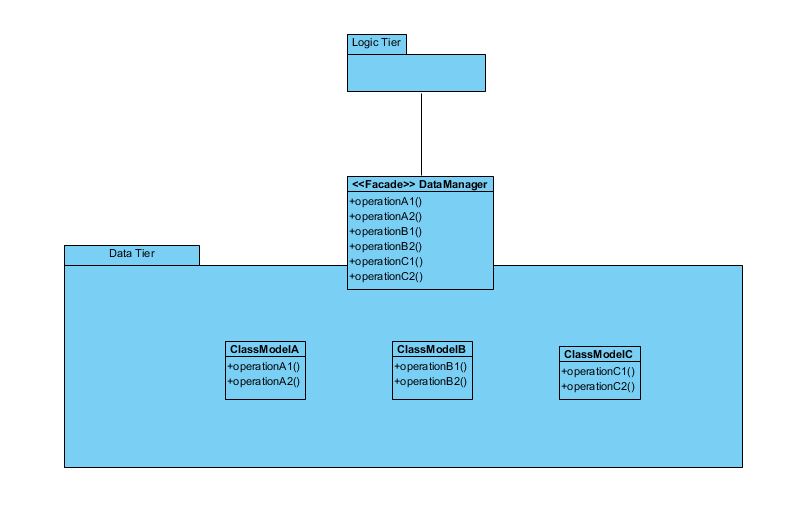
**FacadePattern**

**ObjectPoolPattern**

