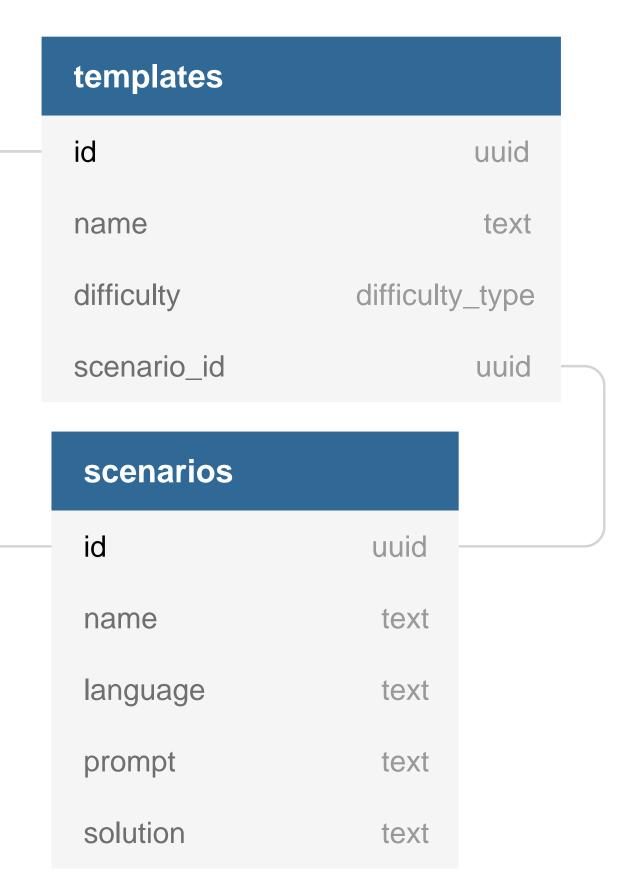


uuid

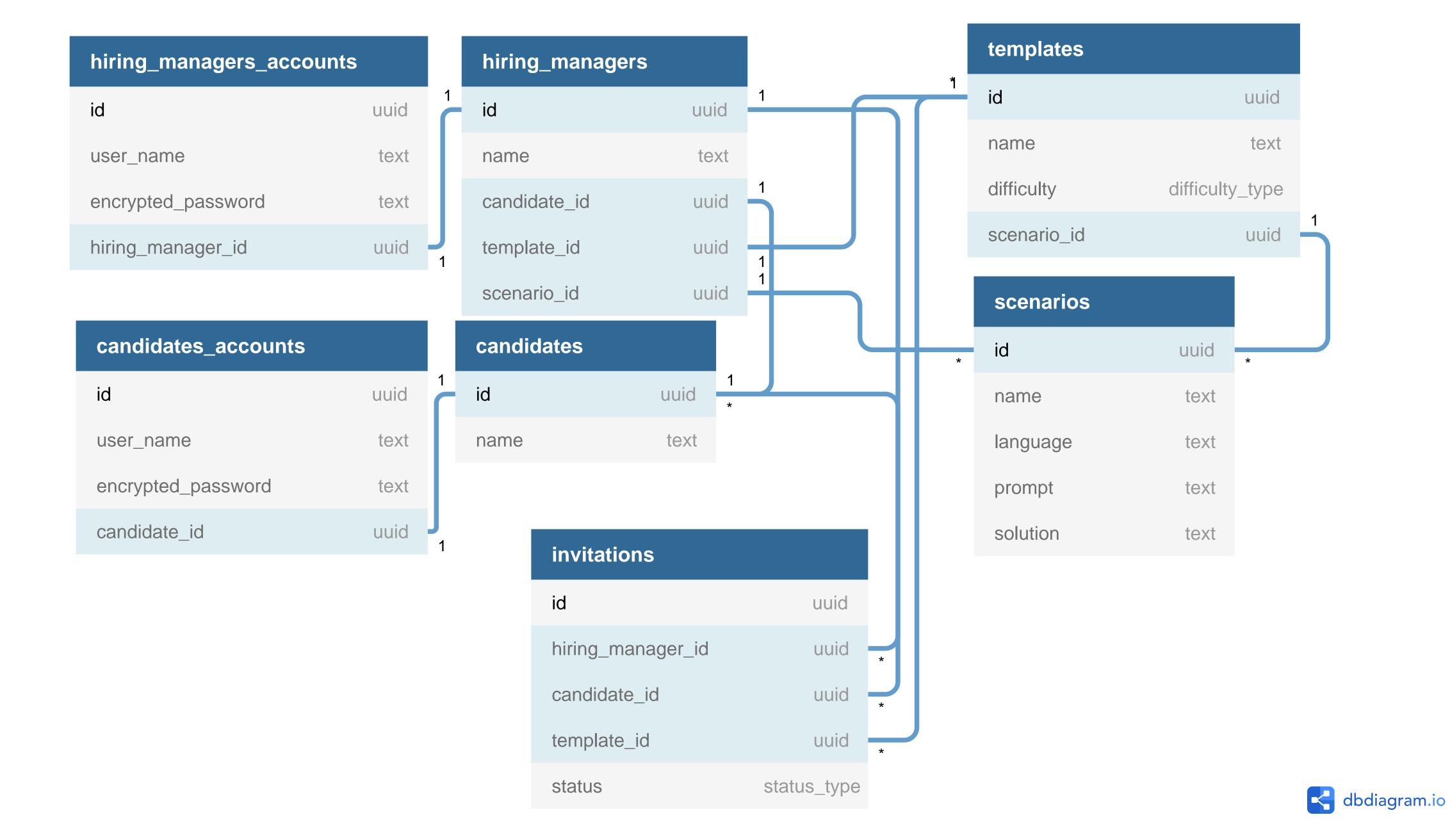
status_type

template_id

status







```
Enum difficulty_type{
  entry_level
  intermediate_level
  expert_level
}
Enum status_type{
  sent
  finished
}
```

