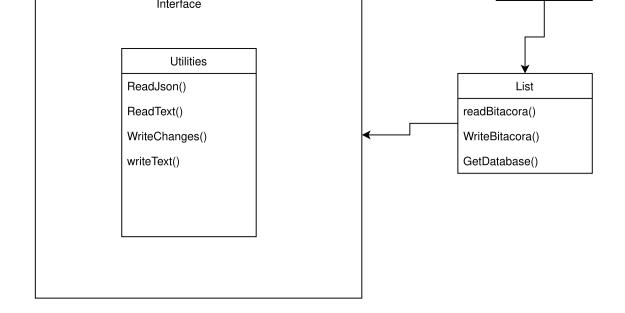
Facade
Main()



Facade Pattern