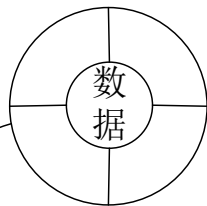
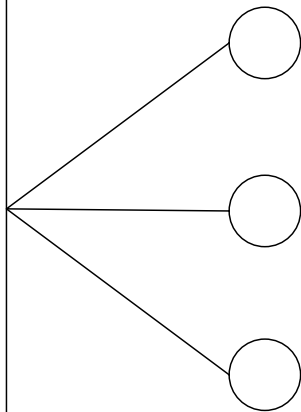
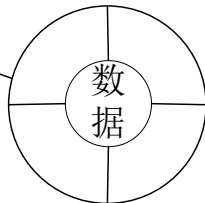


# 构件的接口

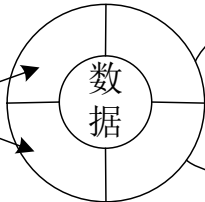


对象



对象

消息



对象

操作

