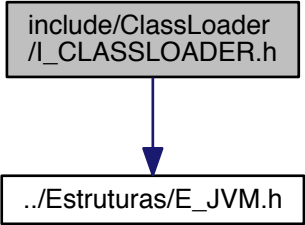


include/ClassLoader
/I_CLASSLOADER.h



../Estruturas/E_JVM.h