

BB0 (en)



BB1

```
1 putstatic v2:#0 < Application, LMST, vertices, <Primordial,I> >  
3 putstatic v2:#0 < Application, LMST, printResult, <Primordial,Z> >  
5 putstatic v2:#0 < Application, LMST, printMsgs, <Primordial,Z> >  
7 putstatic v3:#null < Application, LMST, MyVertexList, <Application,LVertex> >  
8 return
```



BB2 (ex)