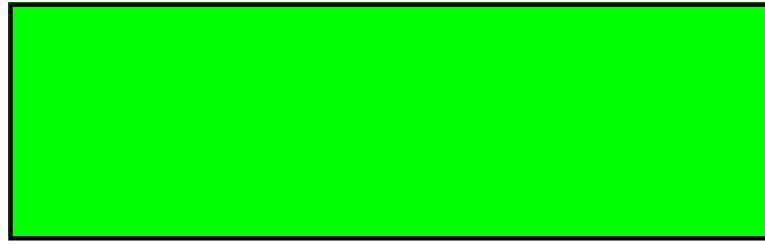
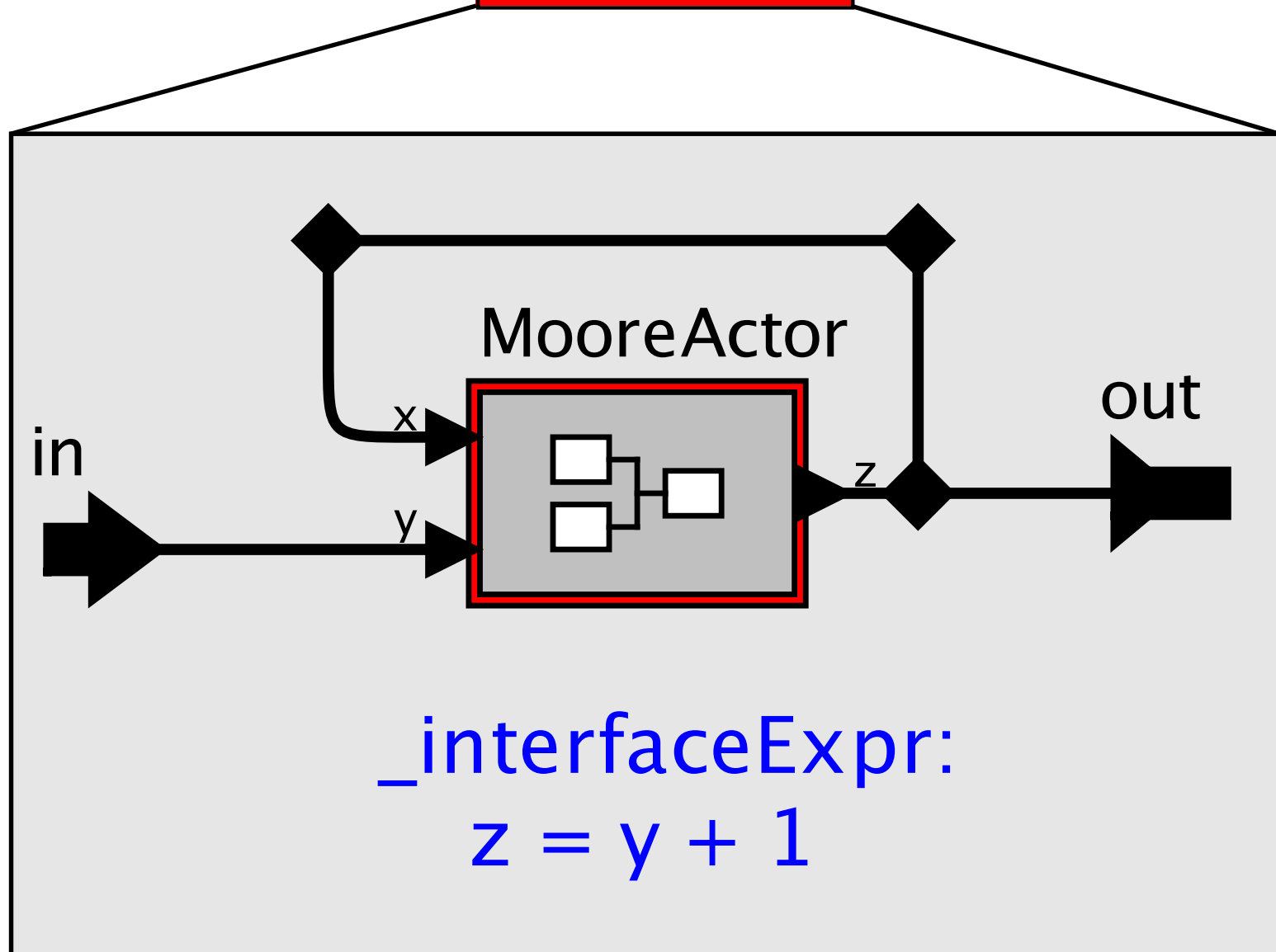
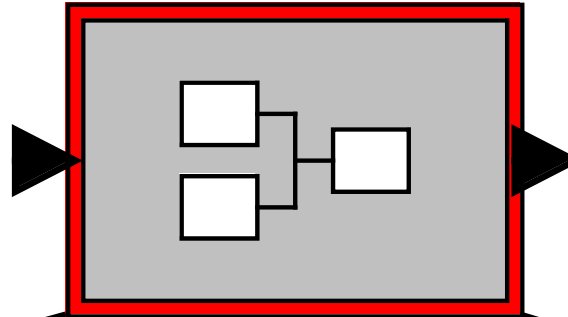


InterfaceCheckerDirector



CompositeActor



interfaceExpr:
 $z = y + 1$