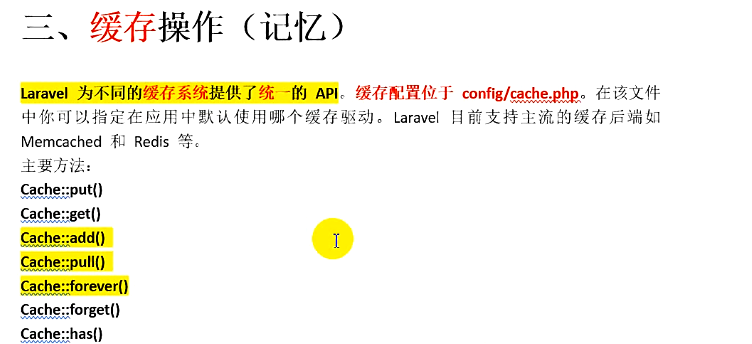
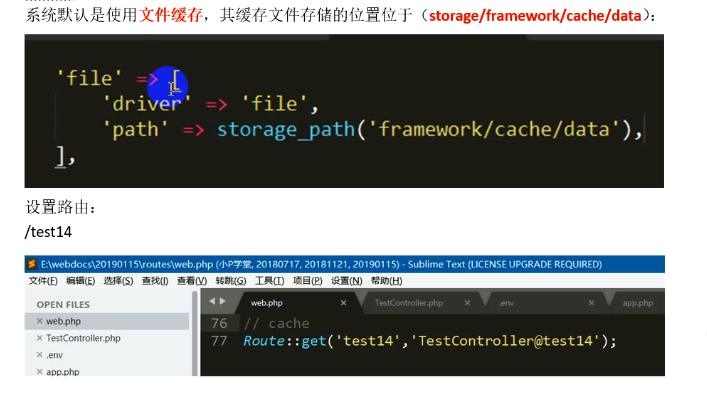
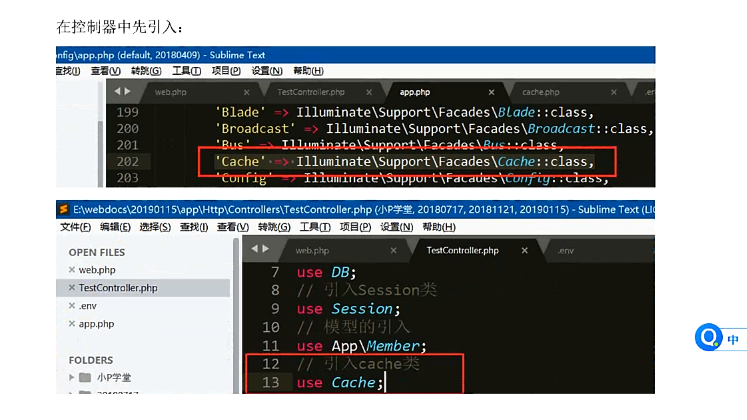
# 缓存机制

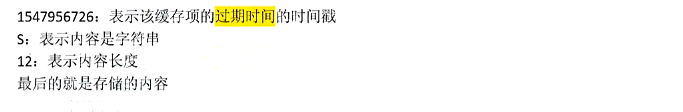


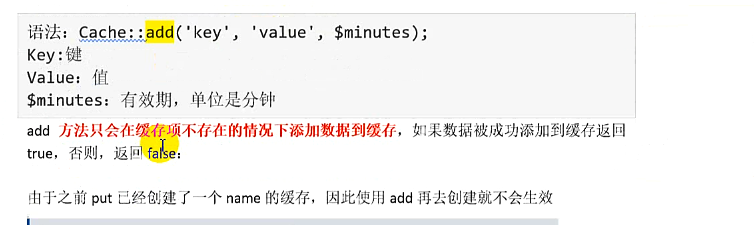


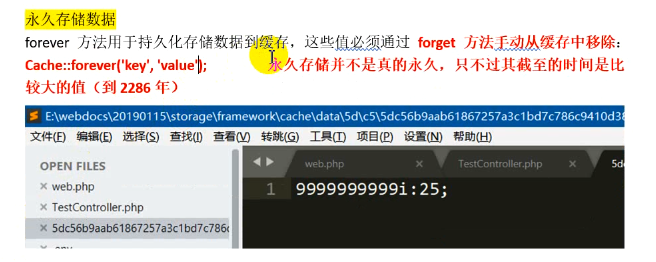


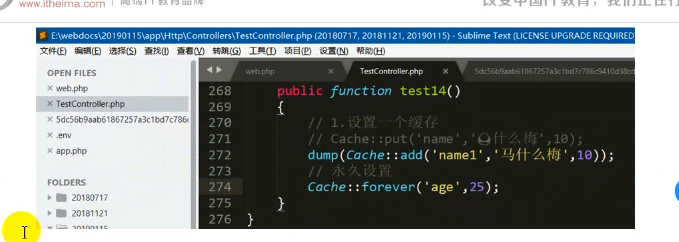




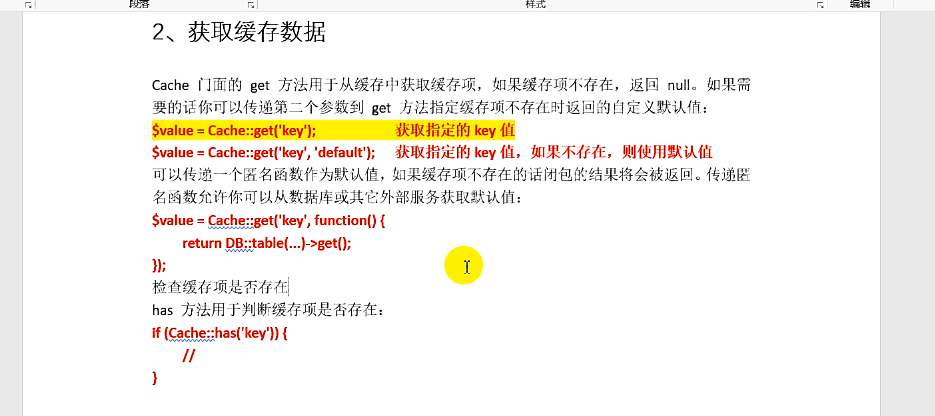




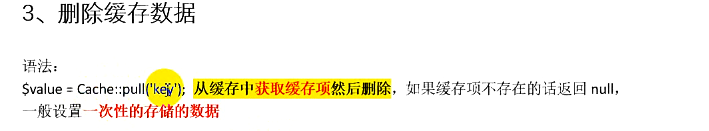




# 获取缓存



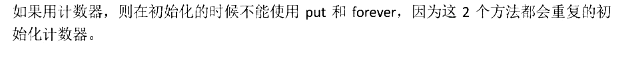
# 删除缓存数据





# 缓存数值的增加减少





# 获取并存储

