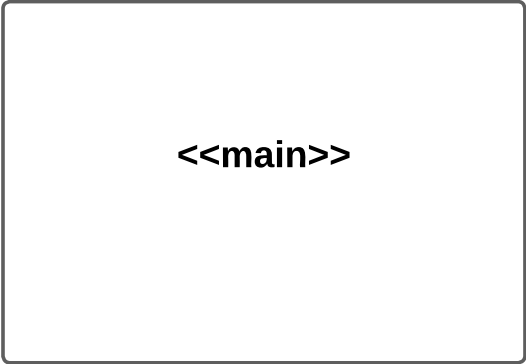
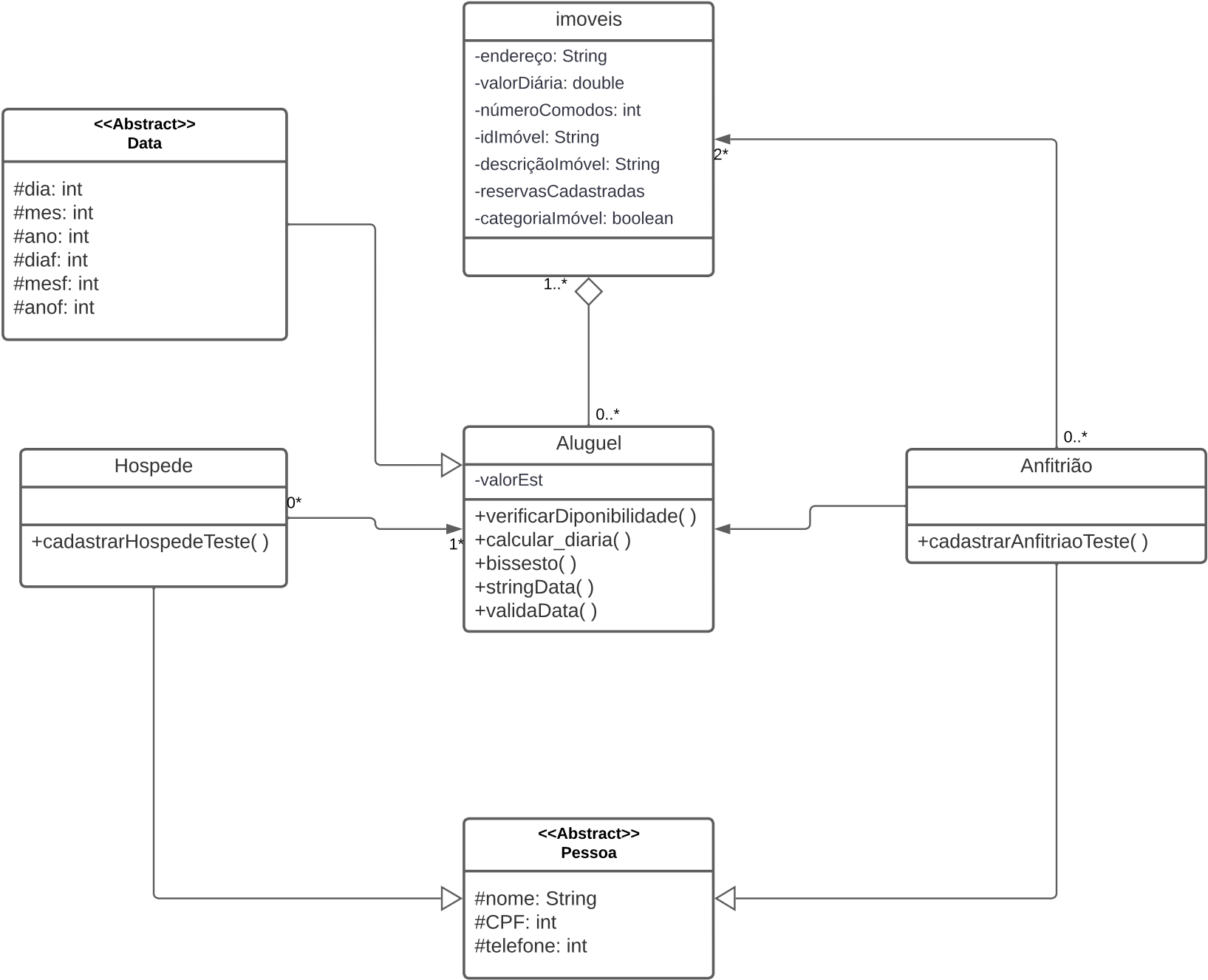


Tem relcionamnto com todas as classes, alem de ser usada para conectar objetos com inteface



Onde é rodado o programa