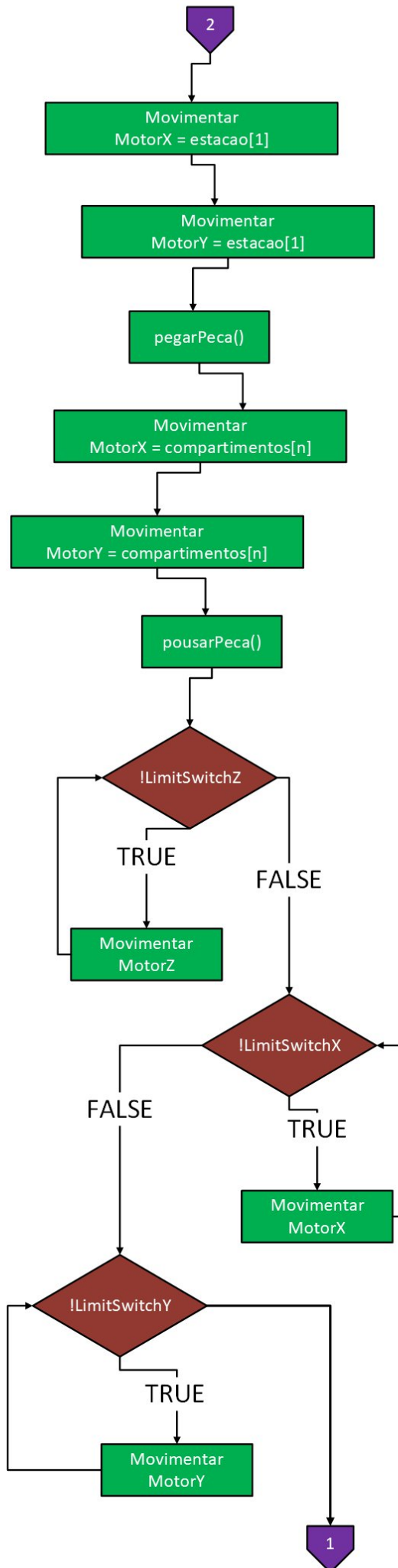


## adicionarMaterial(int n)



## removerMaterial(int n)

