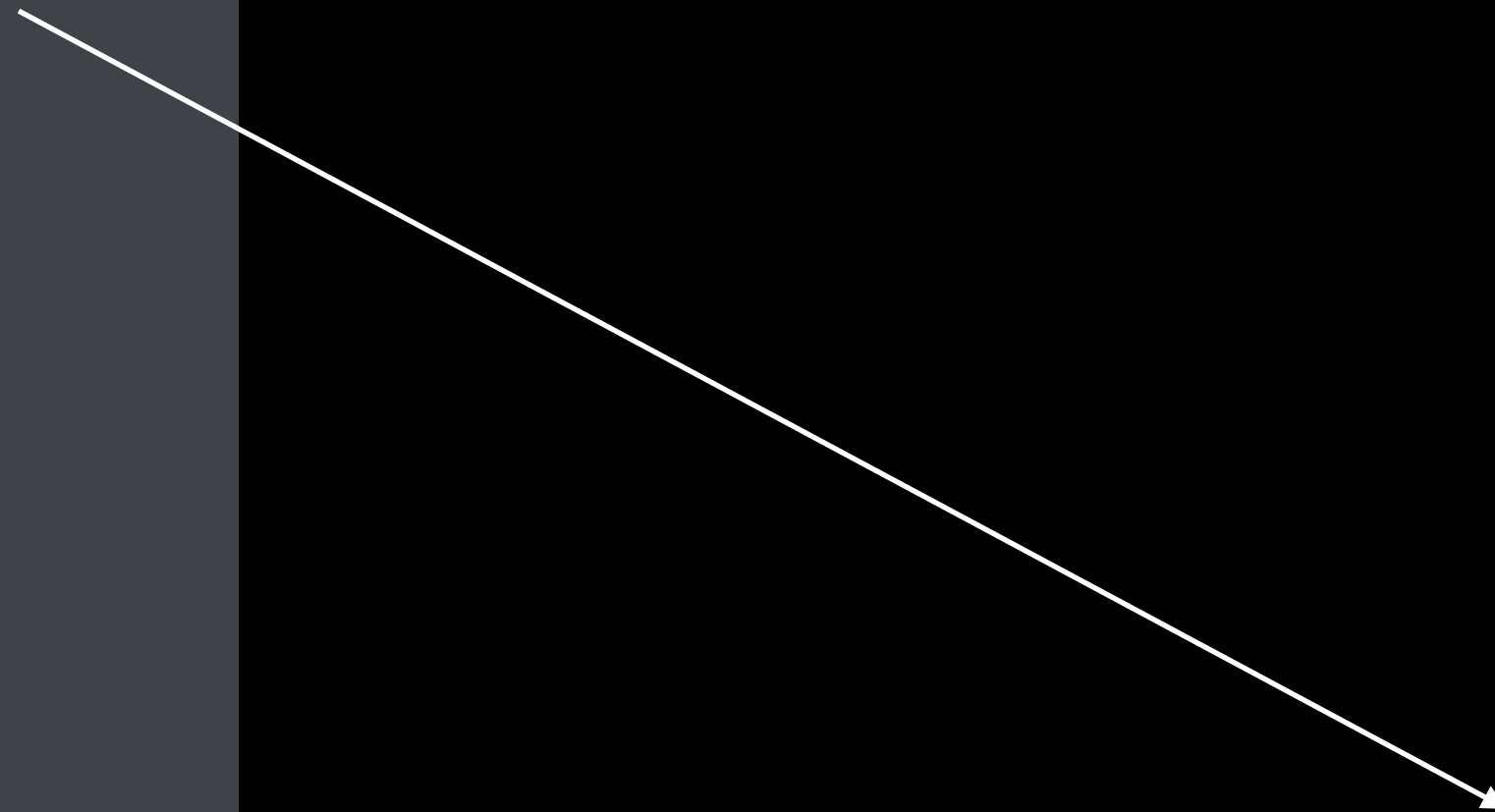
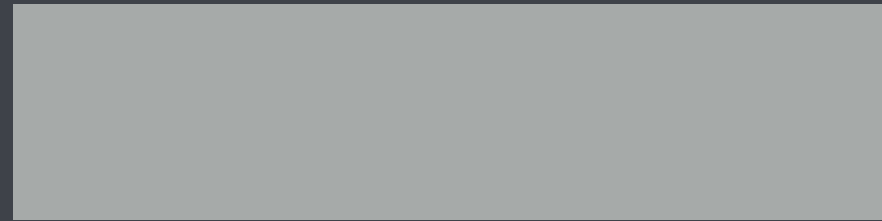


Vida real

Unit

myMethod()



Dependency1

property1

Dependency2

someMethod()