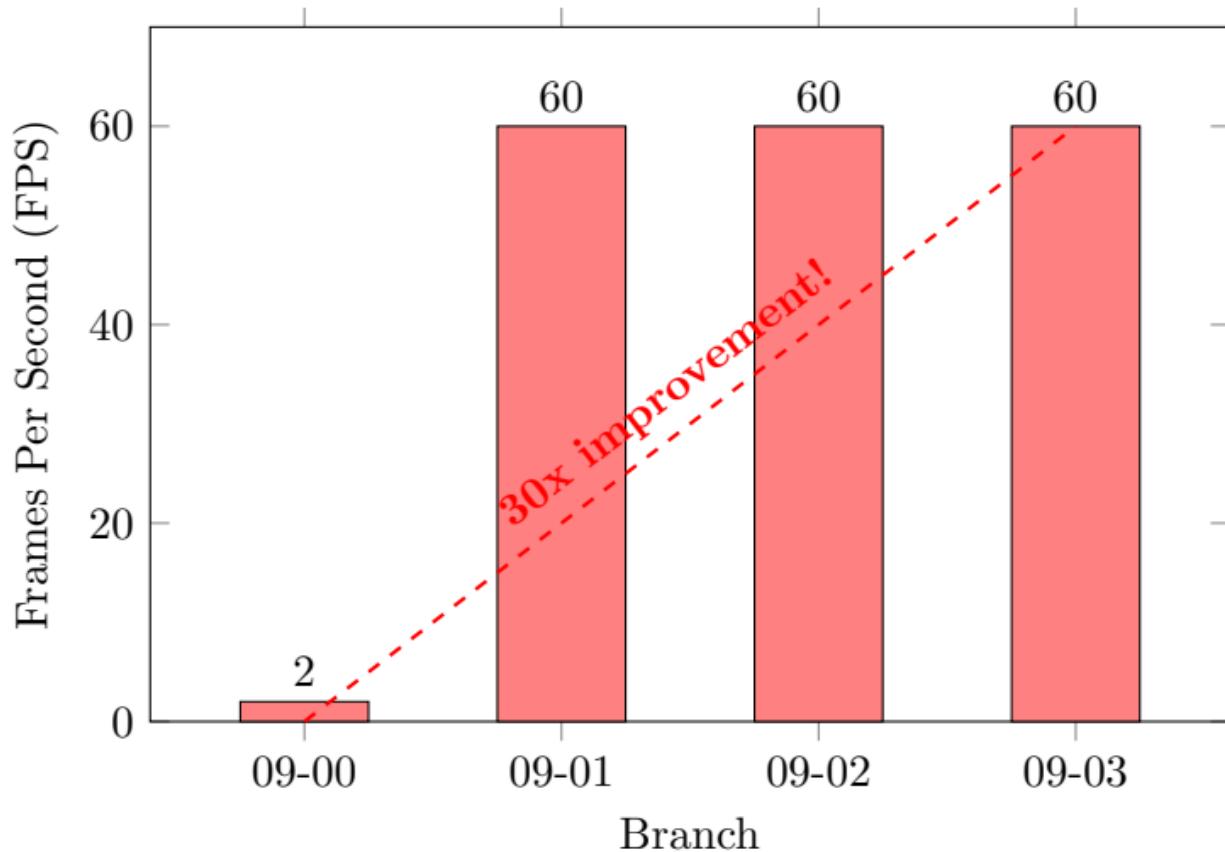
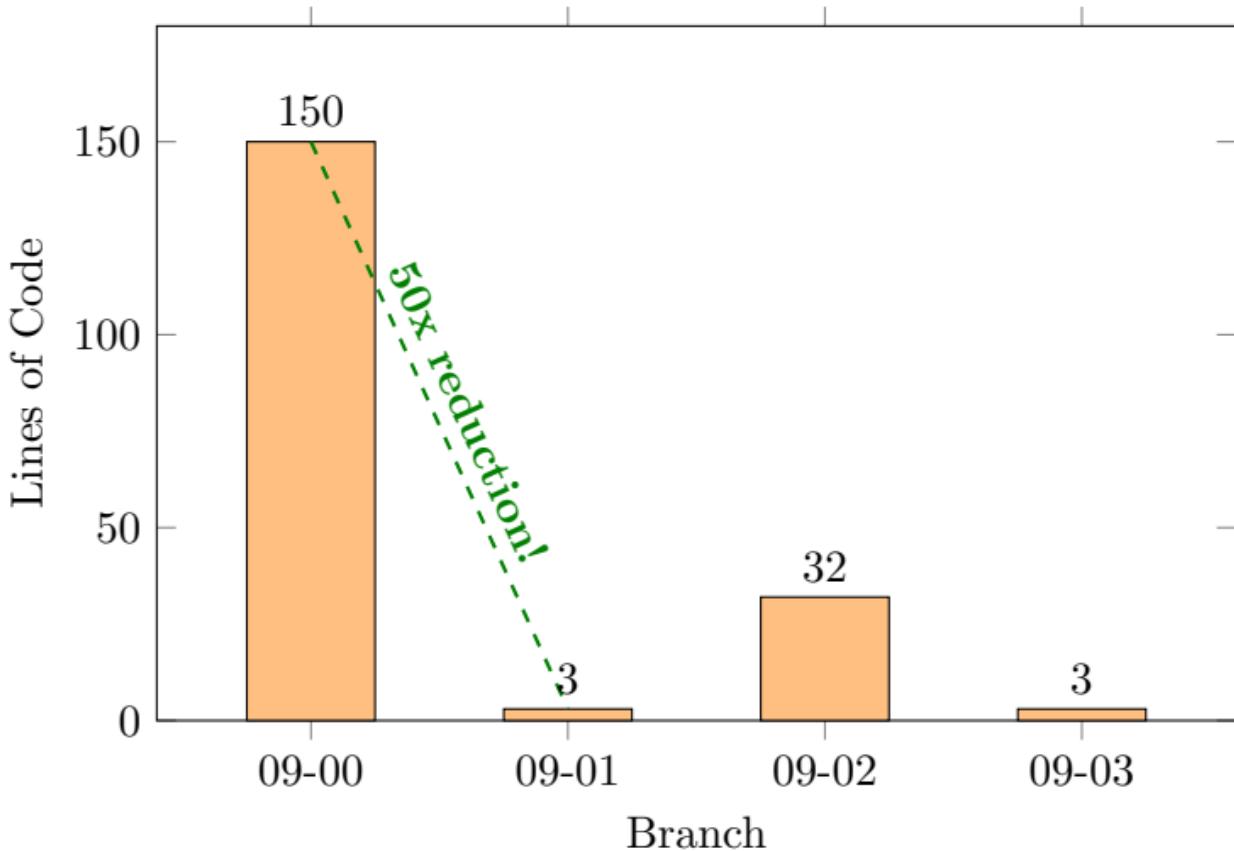


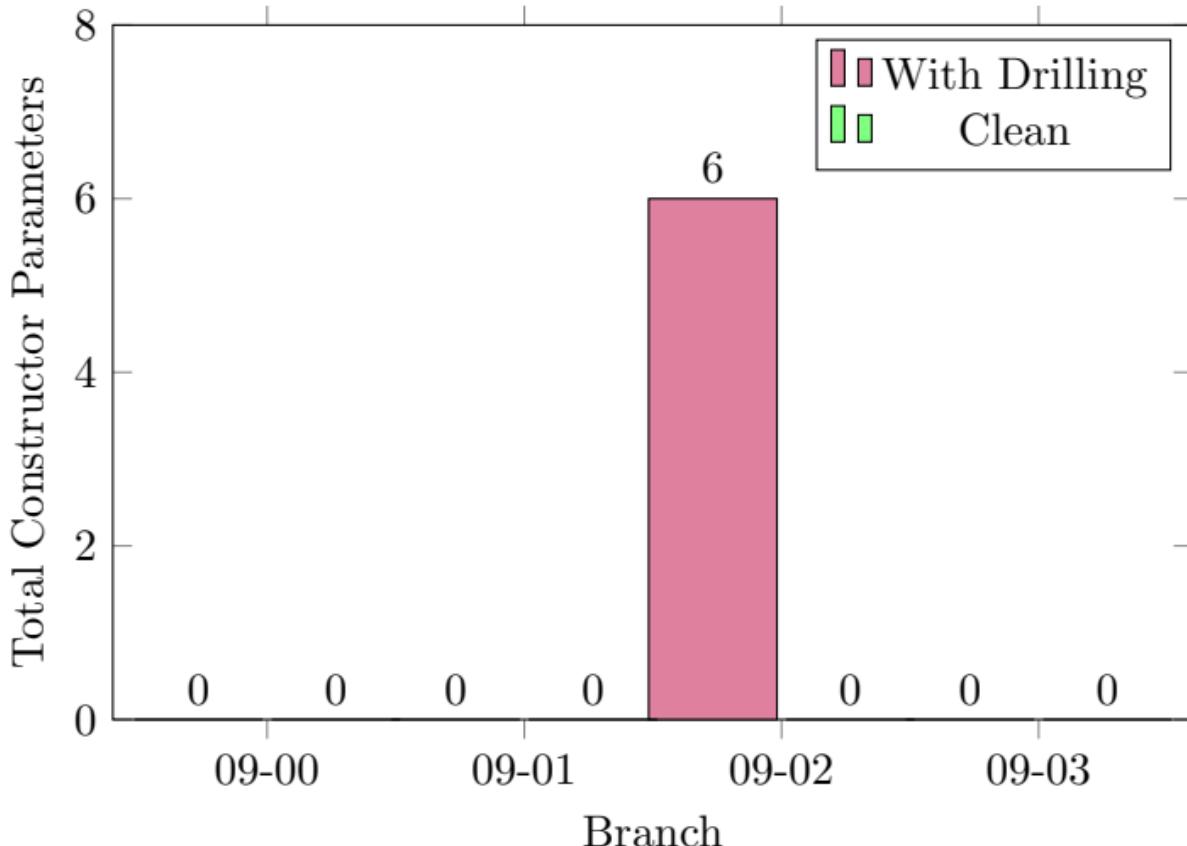
FPS Performance Comparison



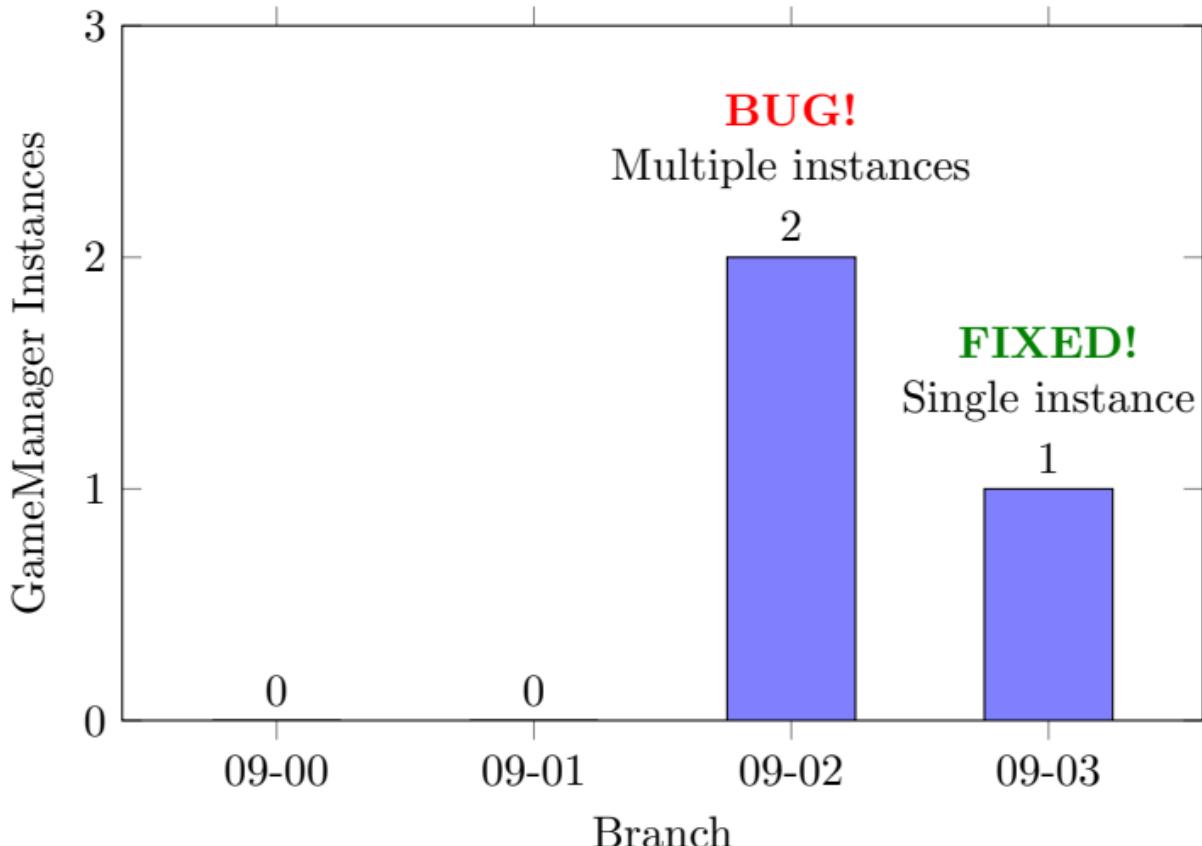
Main.java Complexity



Object Drilling Impact



Instance Management



Testability Improvement

