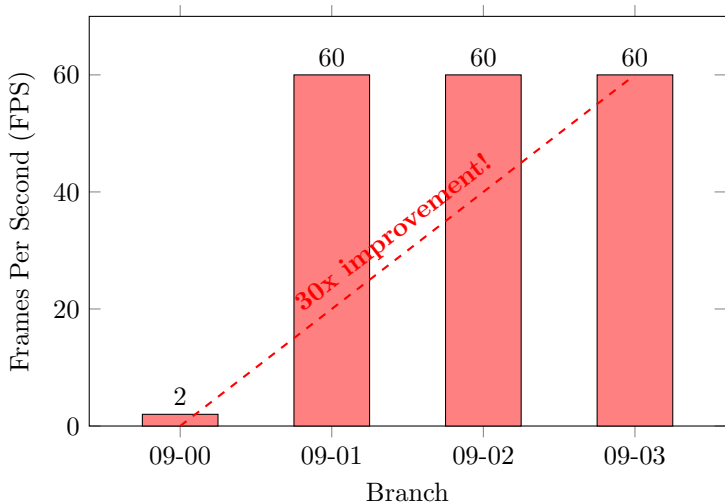
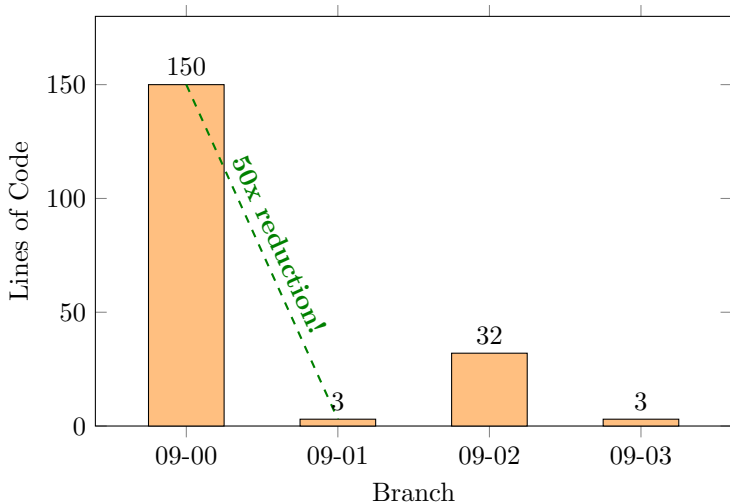


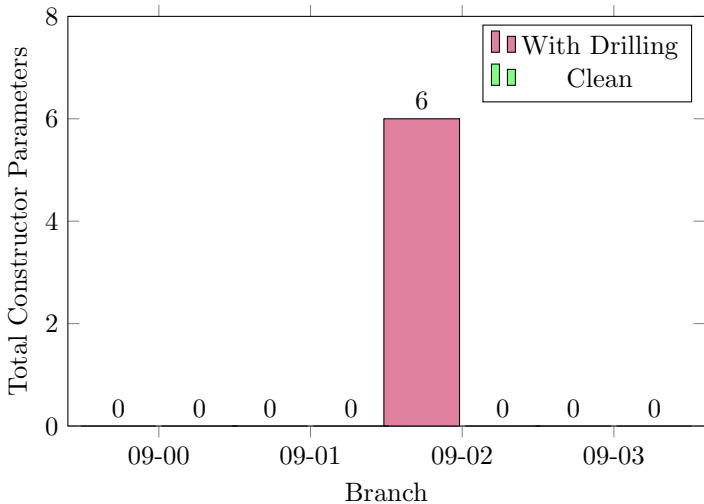
## FPS Performance Comparison



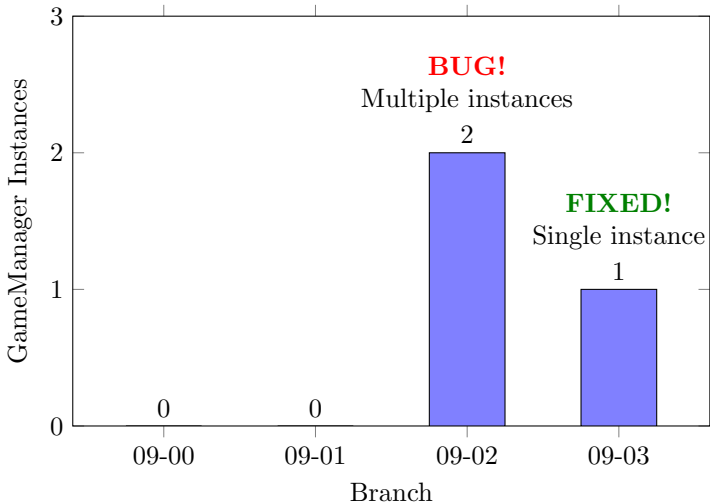
## Main.java Complexity



# Object Drilling Impact



## Instance Management



## Testability Improvement

