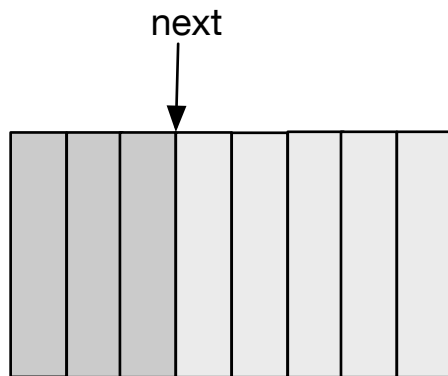
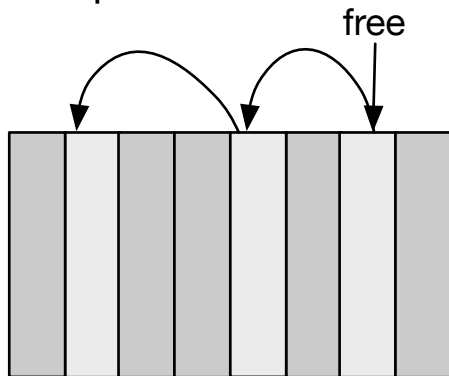
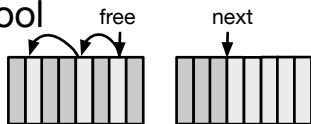


# Thread Pool

## Object 1 pool



## Object 2 pool



## Object 3 pool

