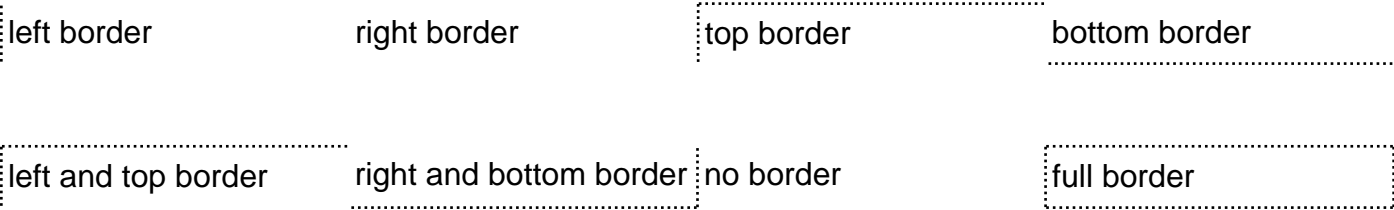


# Setter approach



# Custom render approach

