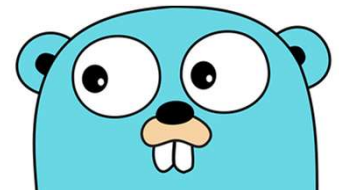
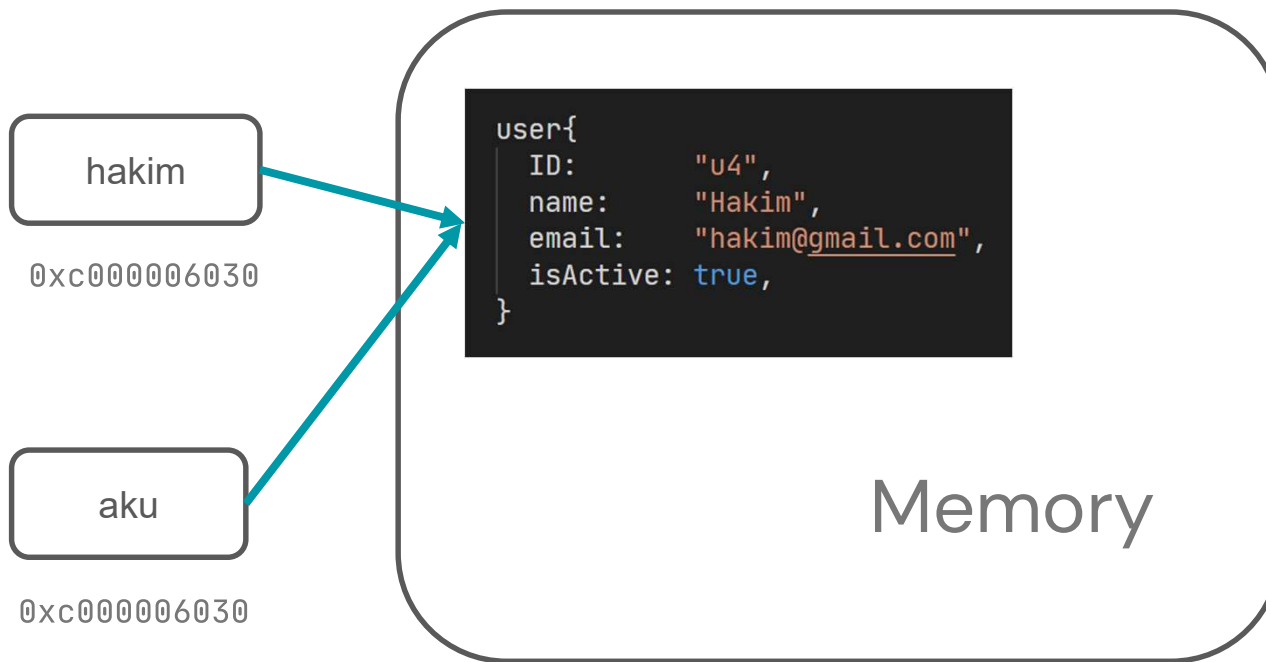
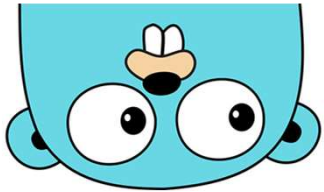


Pointer Objek Struct





Channel & Goroutine

