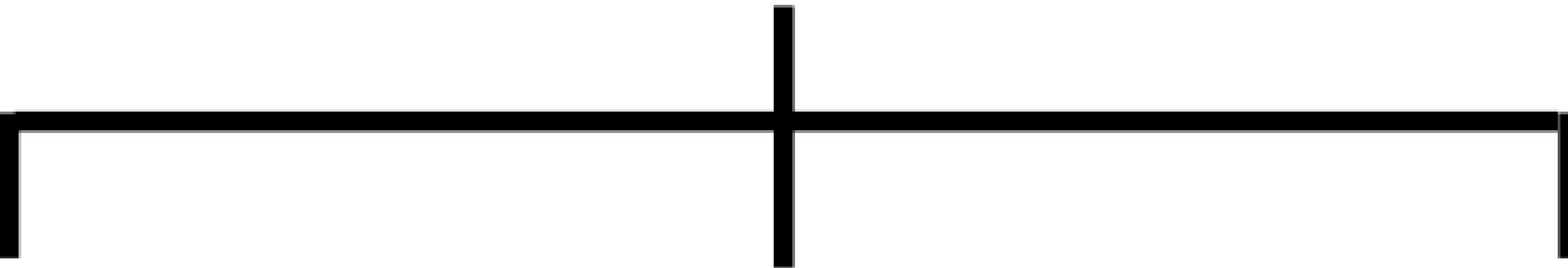


# Screen-Object class



Icon class

Window class

Bitmap class