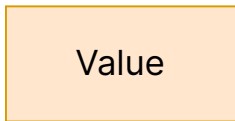


RUNTIME

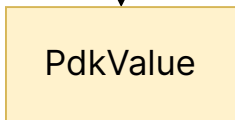
PLUGIN

Cualquier
valor en la
runtime

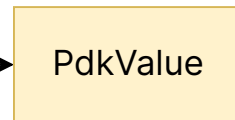


value.into()

Paso del
valor



Recepción
del valor



value.into()

Uso final
del valor

