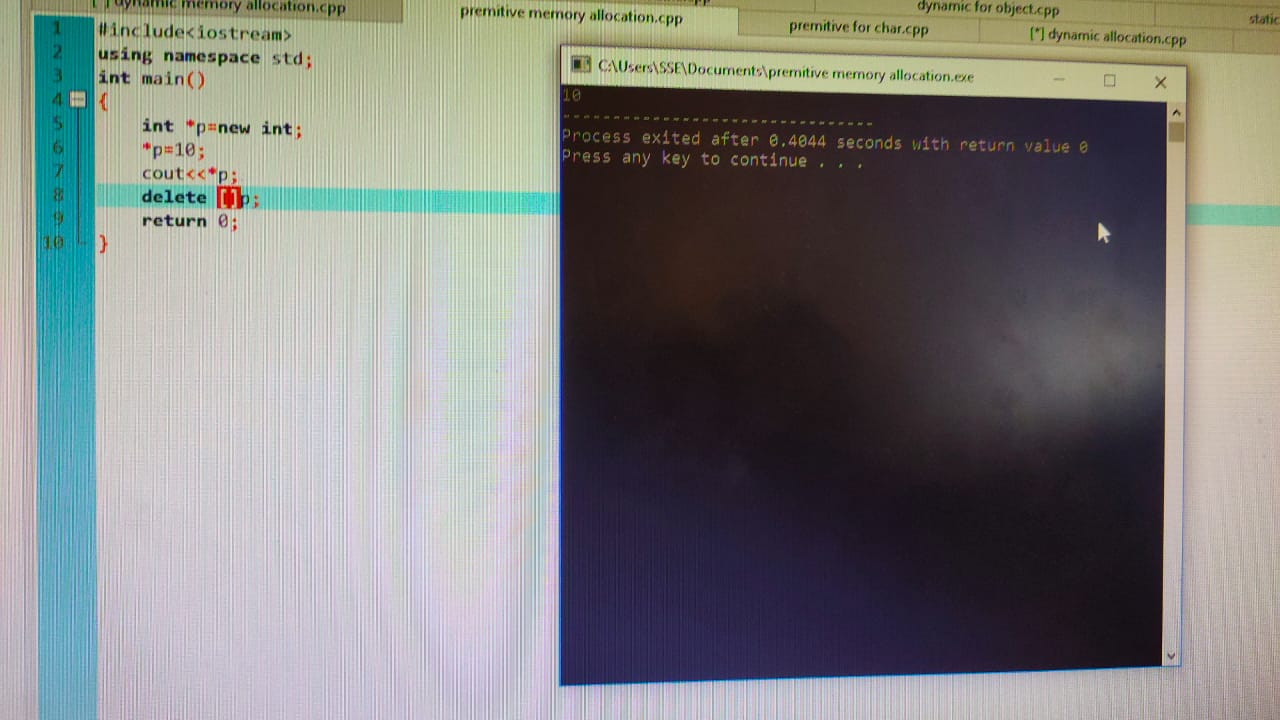
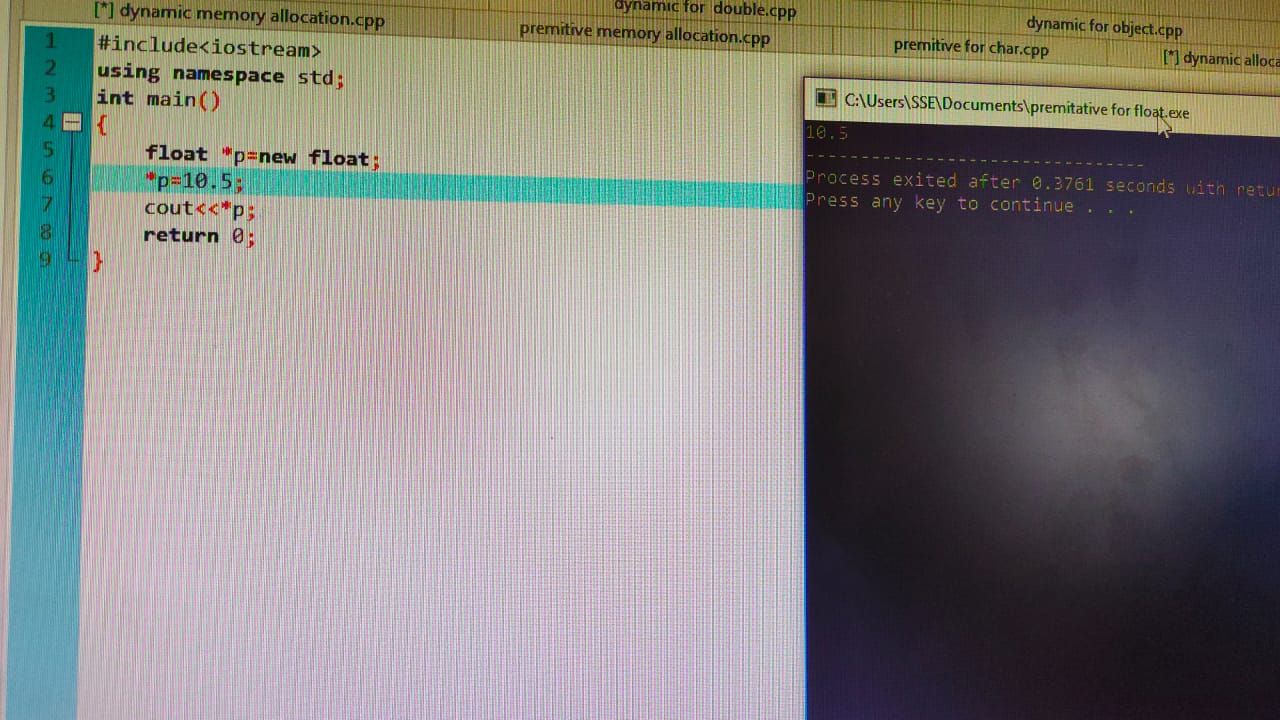
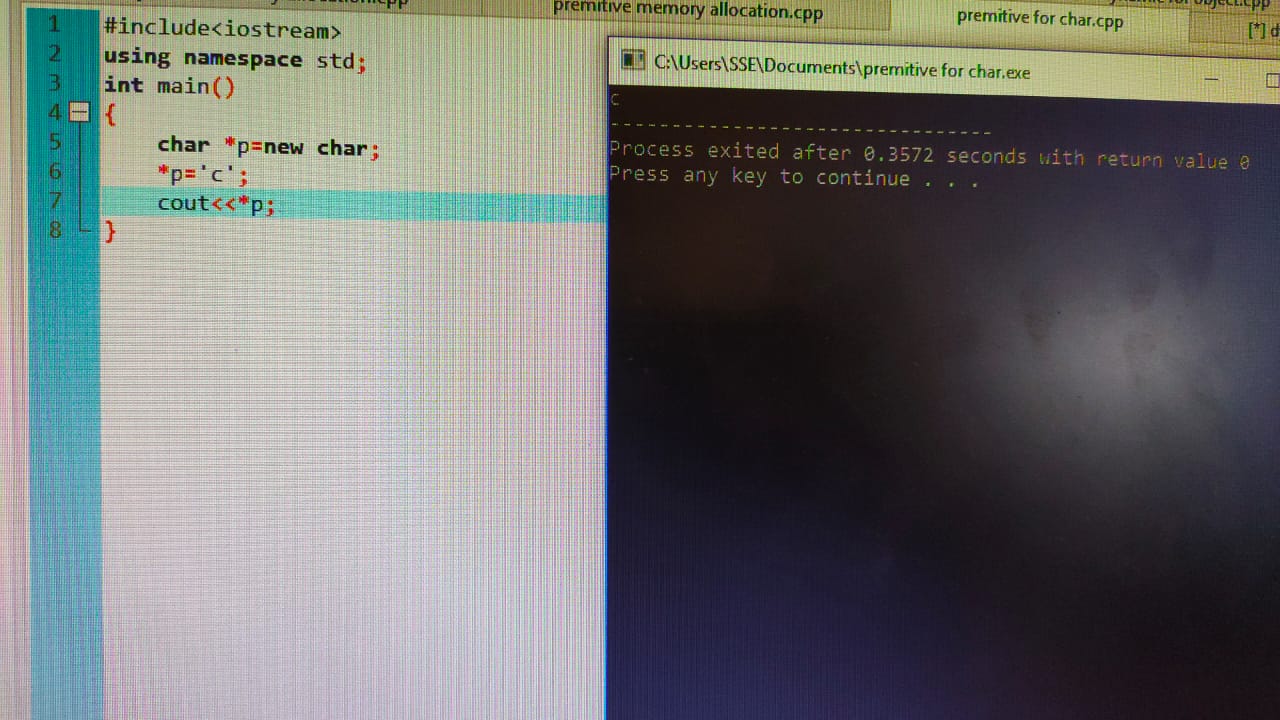
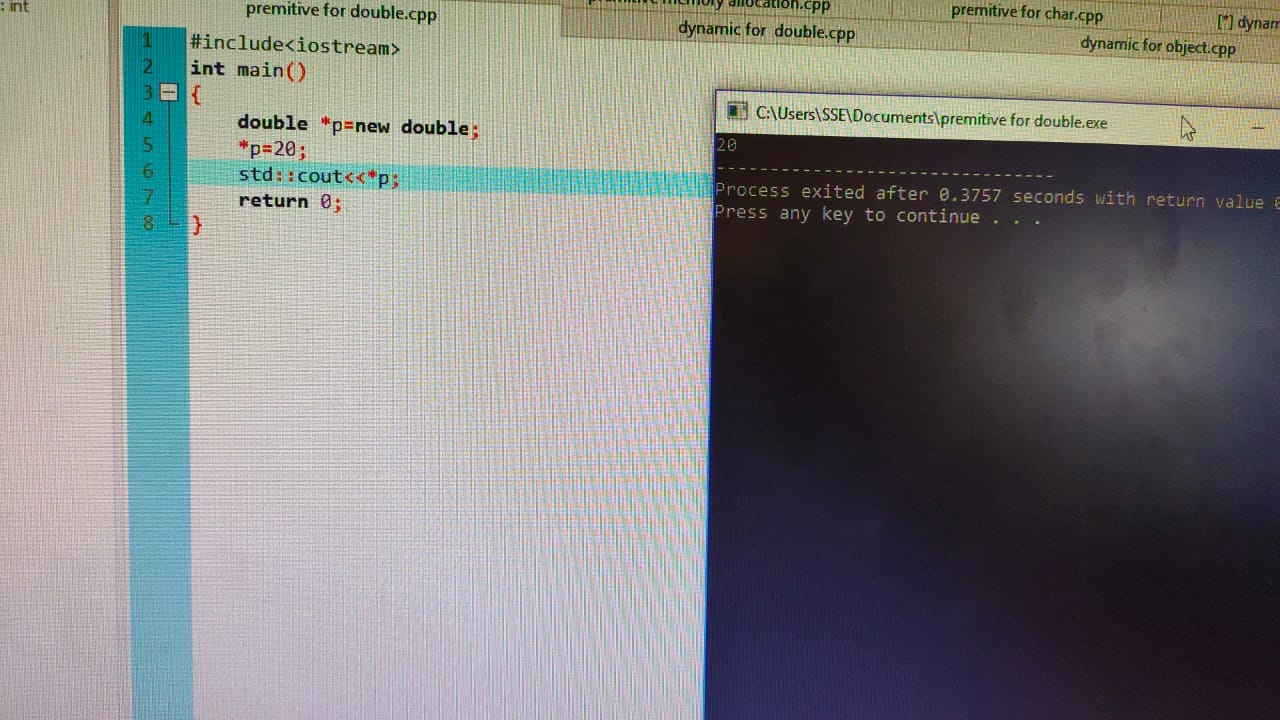
Primitive for int

primitive for float

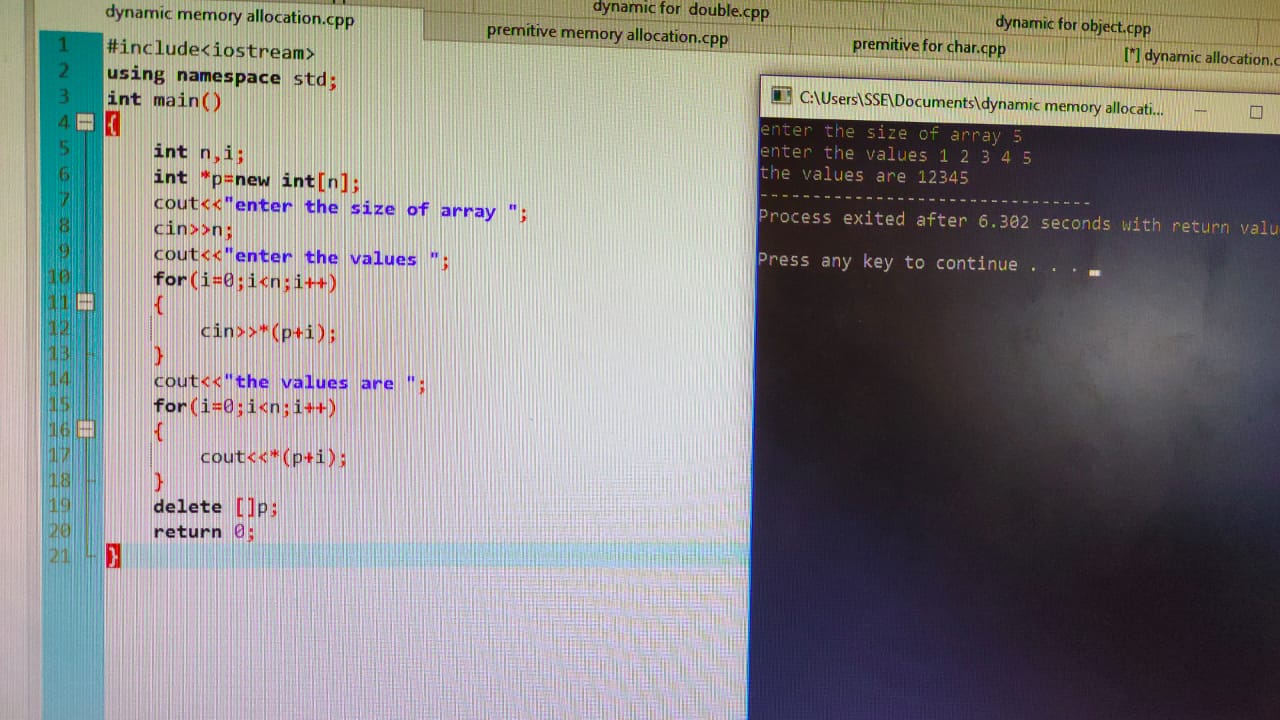


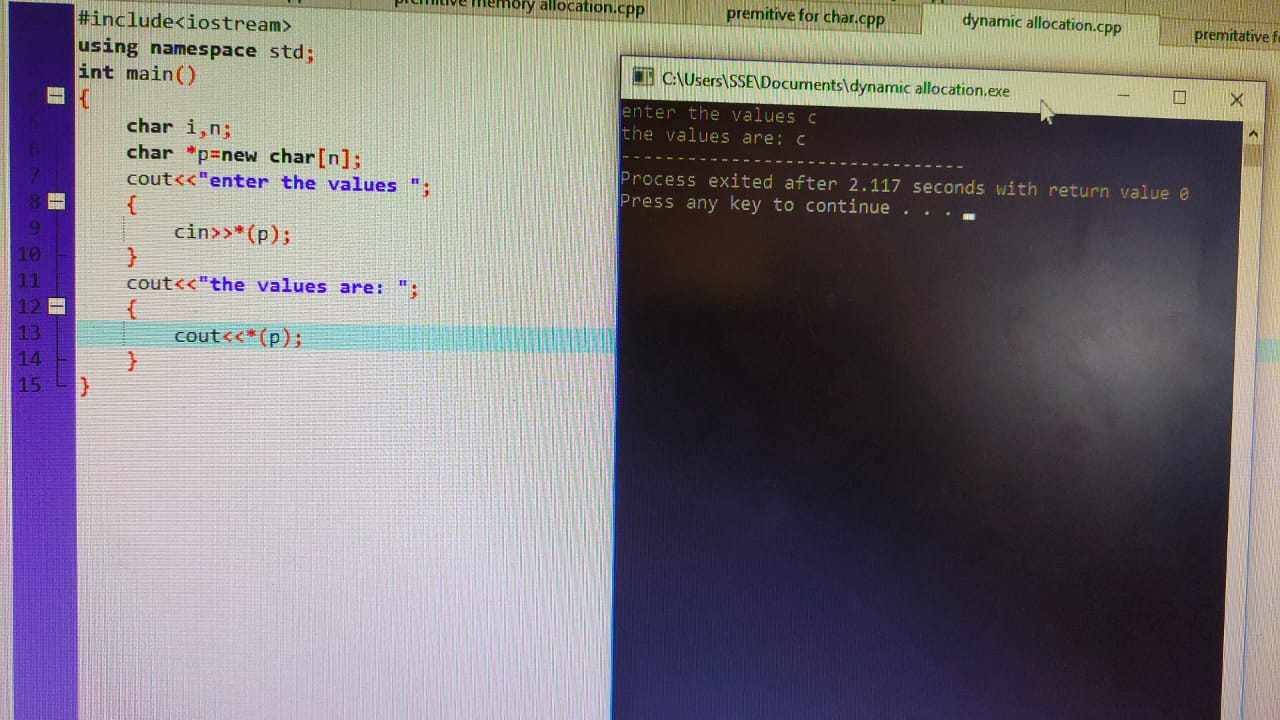
primitive for char

primitive for double

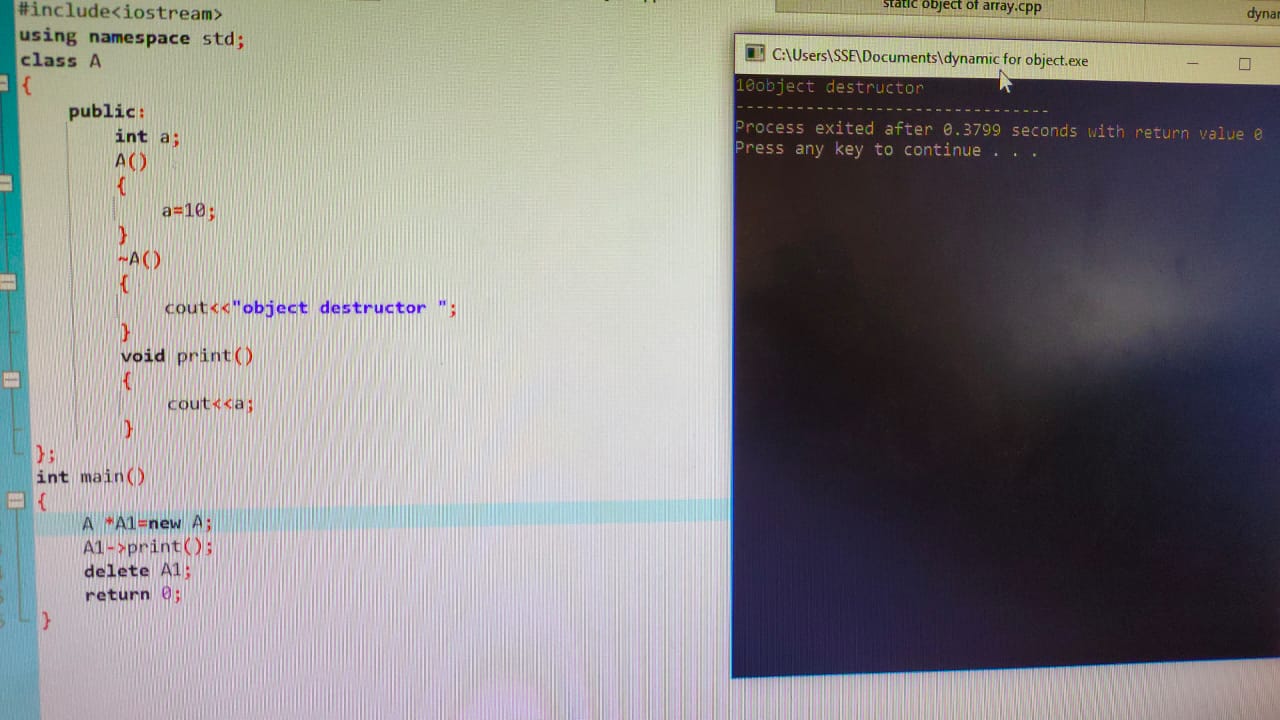


dynamic for int

dynamic for char



Dynamic for object

dynamic for object array

