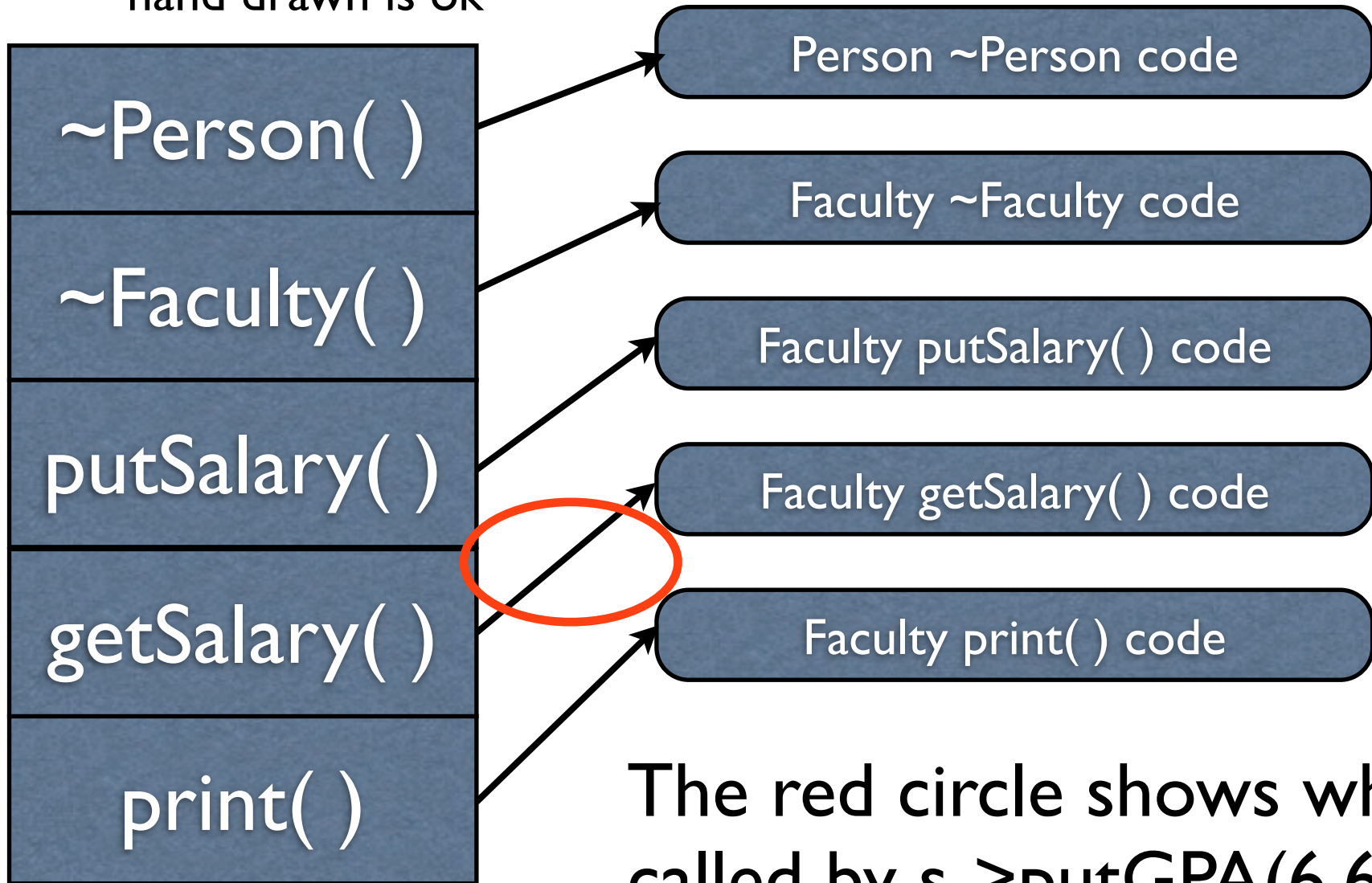


destructors are optional,  
hand drawn is ok



The red circle shows what is  
called by `s->putGPA(6,6)`