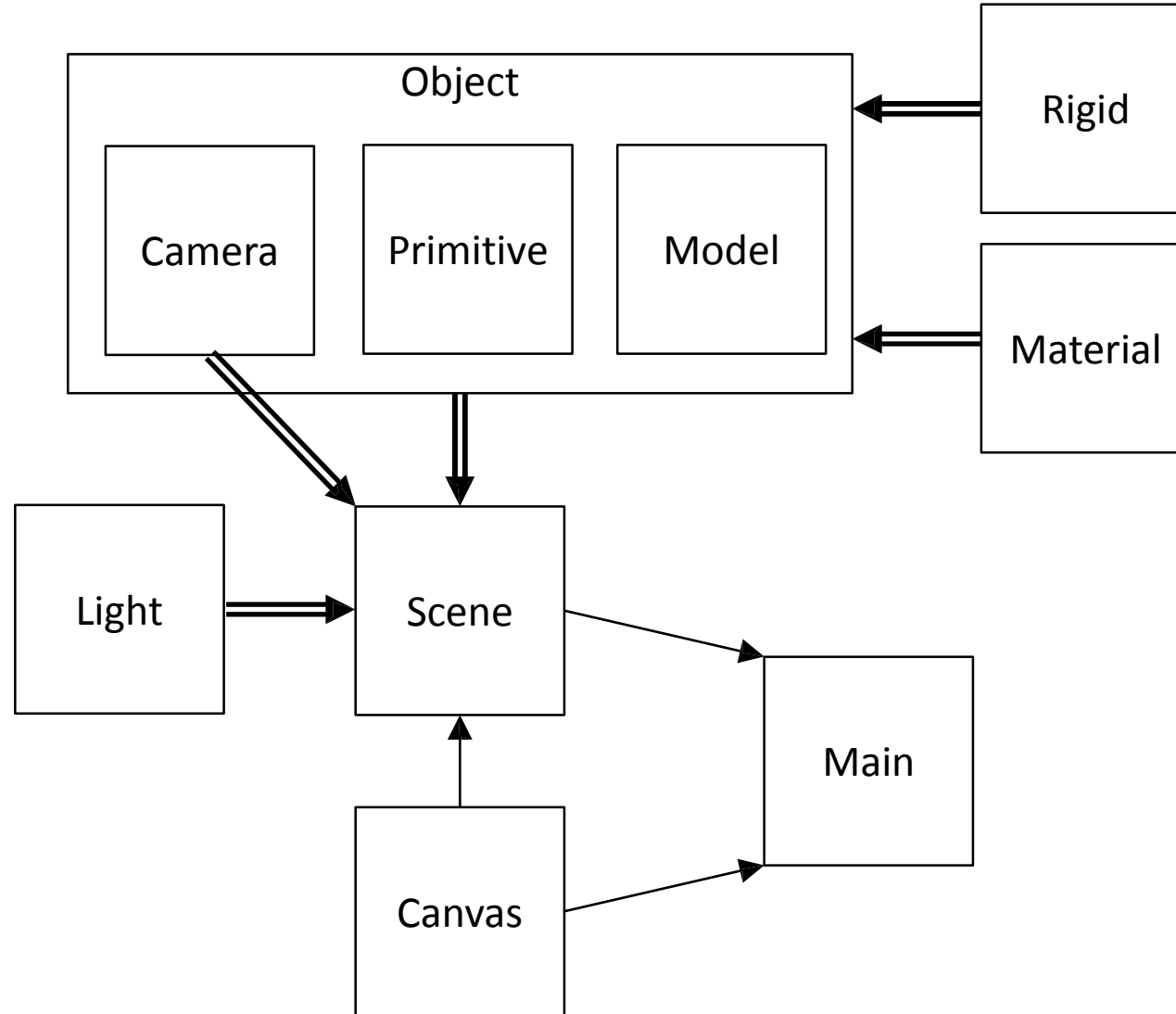


# Skeleton Class Structure

An arrow from A to B indicates that there is an instance or pointer to a variable of type A as a member in B.

If the arrow is double lined, then it indicates an array of instances or pointers.



# Skeleton Call Graph

