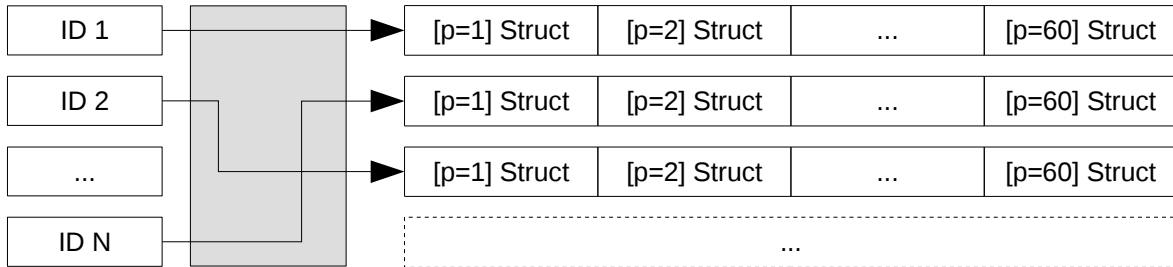


*Chaves*

*Hash*

*Vetores*



```
unordered_map<int, vector<Struct>> // Struct = {GPlan, TPlan, Fit}
```