

FlexibleField< ChaseParameters >

```
classDiagram
    class FlexibleField {
        < ChaseParameters >
    }
    class FlexibleChaseParameters {
        + FlexibleChaseParameters()
        + FlexibleChaseParameters()
        + FlexibleChaseParameters()
        + FlexibleChaseParameters()
        + operator ChaseParameters()
        + operator FlexibleChaseParameters()
    }
    FlexibleChaseParameters --|> FlexibleField
```

The diagram illustrates a class hierarchy. At the top is the 'FlexibleField' class, which is a template class with a parameter 'ChaseParameters'. It has two empty rectangular boxes below its name. Below it is the 'FlexibleChaseParameters' class, which is a concrete implementation. A blue arrow with an open triangle head points from 'FlexibleChaseParameters' up to 'FlexibleField', indicating that 'FlexibleChaseParameters' inherits from 'FlexibleField'.

FlexibleChaseParameters

+ FlexibleChaseParameters()
+ FlexibleChaseParameters()
+ FlexibleChaseParameters()
+ FlexibleChaseParameters()
+ operator ChaseParameters()
+ operator FlexibleChaseParameters()