

```
std::vector< std::vector  
< std::vector< T > > >
```

The diagram illustrates inheritance. A light gray box at the bottom represents the `Vector3d< T >` class, which has four public methods: `Vector3d()`, `Vector3d()`, `Vector3d()`, and `make()`. A blue arrow points upwards from the top of this box to the bottom of a white box above it. The white box represents a nested `std::vector` structure: `std::vector< std::vector< std::vector< T > > >`. The white box is divided into three horizontal sections: the top section contains the code, and the two bottom sections are empty.

```
Vector3d< T >
```

```
+ Vector3d()  
+ Vector3d()  
+ Vector3d()  
+ make()
```