```
_type >
            # sampling_grid
           # no_overwrite_grid
            # fXMin
           # fXMax
           # evaluations
            # bad_x_point
           + cvs_header_vers()
            + cvs_file_vers()
            + ~c2_function()
            + value_with_derivatives()
            + operator()()
            + operator()()
            + find_root()
            + partial integrals()
            + integral()
            + adaptively_sample()
            + xmin()
            + xmax()
            + set_domain()
            + get_evaluations()
            + reset_evaluations()
            + increment_evaluations()
            + check_monotonicity()
            + set_sampling_grid()
            + get_sampling_grid_pointer()
            + get_sampling_grid()
            + preen_sampling_grid()
            + refine_sampling_grid()
            + normalized function()
            + square_normalized_function()
            + square_normalized_function()
            + operator+()
            + operator-()
            + operator*()
            + operator/()
            + operator()()
            + get_trouble_point()
            + claim ownership()
            + release_ownership_for
             return()
            + release_ownership()
            + count owners()
            + fill fblock()
           # c2_function()
            # c2_function()
            # set_sampling_grid_pointer()
                           Δ
              c2_plugin_function
                    _p< float_type >
              # func
              + c2_plugin_function_p()
              + c2_plugin_function_p()
              + set_function()
              + value_with_derivatives()
              + ~c2_plugin_function_p()
              + unset_function()
               + get_sampling_grid()
                                           < G4double >
                                          c2_plugin_function
c2 const plugin function
                                               _p< G4double >
        _p< float_type >
                                          # func
                                          + c2_plugin_function_p()
+ c2_const_plugin_function_p()
+ c2_const_plugin_function_p()
                                          + c2_plugin_function_p()
                                          + set_function()
+ set_function()
                                          + value_with_derivatives()
+ ~c2_const_plugin_function_p()
                                          + ~c2_plugin_function_p()
+ get()
                                          + unset_function()
                                          + get_sampling_grid()
                             < G4double >
                     c2_const_plugin_function
                              _p< G4double >
                     + c2_const_plugin_function_p()
                     + c2_const_plugin_function_p()
                     + set_function()
                     + ~c2_const_plugin_function_p()
                     + get()
```

c2_function< float