```
bridges::datastructure::DataStructure
  ├── bridges::datastructure::Grid< Color >
  ├── bridges::datastructure::Grid< GameCell >
  ├── bridges::datastructure::SLelement< bridges::datastructure::Edge< K, K > >
  ├── bridges::datastructure::Array< E >
  ├── bridges::datastructure::AudioClip
  ├── bridges::datastructure::ElementArray< E, X, Y, Z >
  ├── bridges::datastructure::GraphAdjList< K, E1, E2 >
  ├── bridges::datastructure::GraphAdjMatrix< K, E1, E2 >
  ├── bridges::datastructure::Grid< E >
  ├── bridges::datastructure::LineChart
  ├── bridges::datastructure::SLelement< E >
  ├── bridges::datastructure::SymbolCollection
  └── bridges::datastructure::TreeElement< E >
```