BitVector::Coords

- octet
- bit

+ Coords()
+ Coords()
+ Coords()
+ Coords()
+ toSize_t()
+ toString()
+ operator std::string()
+ getBit()
+ getOctet()
+ setOctet()
  and 26 more...
+ maximumOctetNumber()
+ maximumSize_t()

BitVector::Iterator

- _parent
- _element

+ Iterator()
+ Iterator()
+ Iterator()
+ Iterator()
+ ~Iterator()
+ loadValue()
+ increment()
+ decrement()
+ operator bool()
+ operator*()
- _nullifyElement()