

## BitVector::Coords

- octet
- bit

- + Coords()
- + Coords()
- + Coords()
- + Coords()
- + toSize\_t()
- + toString()
- + operator std::string()
- + getBit()
- + getOctet()
- + setOctet()
- and 26 more...
- + maximumOctetNumber()
- + maximumSize\_t()