

BitVector
<ul style="list-style-type: none"> - _data - _data_size - _element_number - _element_size
<ul style="list-style-type: none"> + BitVector() + BitVector() + BitVector() + setElementNumber() + ~BitVector() + getDataSize() + getElementNumber() + getElementSize() + size() + currentElementCapacity() and 36 more... + maximumOctetNumber() + maximumElementNumber() + copyBits() # _killInternalData()

Header
<ul style="list-style-type: none"> - _comment - _accession
<ul style="list-style-type: none"> + getComment() + setComment() + getAccession() + setAccession()

Sequence
<ul style="list-style-type: none"> - type - _encoding_type - _iupac - legalDNA - legalRNA - legalAmino - validType
<ul style="list-style-type: none"> + begin() + end() + Sequence() + Sequence() + Sequence() + getSeq() + getType() + getEncodingType() + getIupac() + getTypeArray() and 19 more... + getSequenceSymbol() + getSymbolDNA() + isLegalNucleic() + isLegalAmino() + isLegalSymbol() + isDNA() + isRNA() + isAmino() + isNucleic() + isDnaSpecificNucleotide() and 14 more... # parseChar()

Sequence::SequenceIterator
<ul style="list-style-type: none"> - _index
<ul style="list-style-type: none"> + SequenceIterator() + operator*() + operator++() + operator!=() + getIndex() + GetSequence()

-seq

-_header

-_sequence