```
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()
```