## **BitVector** - \_data - \_data\_size - \_element\_number \_element\_size + BitVector() + BitVector() Header + BitVector() - \_comment + setElementNumber() accession + ~BitVector() + getComment() + getDataSize() + setComment() + getElementNumber() + getAccession() + getElementSize() + setAccession() + size() + currentElementCapacity() and 36 more... + maximumOctetNumber() + maximumElementNumber() + copyBits() # \_killInternalData() -seq header Sequence - type - \_encoding\_type \_iupac - legalDNA - legalRNA - legalAmino - validType + begin() + end() + Sequence() + Sequence() + Sequence() + getSeq() + getType() + getEncodingType() + getlupac() + getTypeArray() and 19 more... + getSequenceSymbol() + getSymbolDNA() + isLegalNucleic() + isLegalAmino() + isLegalSymbol() + isDNA() + isRNA() + isAmino() + isNucleic() + isDnaSpecificNucleotide() and 14 more... # parseChar()