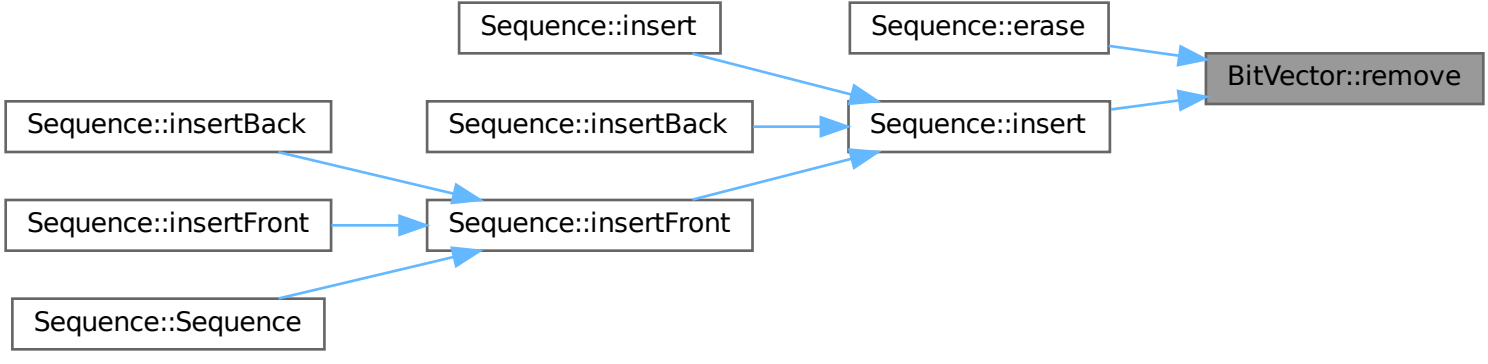
Sequence::insert
Sequence::erase
BitVector::remove
Sequence::insertBack
Sequence::insertBack
Sequence::insert
Sequence::insertFront
Sequence::insertFront
Sequence::Sequence