

BitVector::Coords
<ul style="list-style-type: none"> - octet - bit
<ul style="list-style-type: none"> + Coords() + Coords() + Coords() + Coords() + toSize_t() + toString() + operator std::string() + getBit() + getOctet() + setOctet() and 26 more... + maximumOctetNumber() + maximumSize_t()

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()



~_parent

BitVector::Iterator
<ul style="list-style-type: none"> - _element
<ul style="list-style-type: none"> + Iterator() + Iterator() + Iterator() + Iterator() + ~Iterator() + loadValue() + increment() + decrement() + operator bool() + operator*() - _nullifyElement()