```
mtk::Matrix

    storage

   - ordering
   num_rows_
    - num cols
   num_values_
    - Id
   num_zero_num_non_zero_
    - num null
    - num non null
    and 7 more...
    + Matrix()
    + Matrix()
    + ~Matrix()
    + storage()
    + ordering()
    + num_rows()
    + num_cols()
    + num values()
    + Id()
    + num zero()
    and 18 more...
             -matrix properties
   mtk::DenseMatrix
 - data
 + operator=()
  + operator==()
  + DenseMatrix()
  + DenseMatrix()
  + DenseMatrix()
 + DenseMatrix()
 + DenseMatrix()
 + ~DenseMatrix()
 + matrix_properties()
  + num_rows()
 and 9 more...
  + Kron()
             -gradient
      mtk::Grad3D
- order accuracy
mimetic_threshold
+ Grad3D()
+ Grad3D()
+ ~Grad3D()
+ ConstructGrad3D()
+ ReturnAsDenseMatrix()
```