```
+elements
        std::vector< T >
                   < Real >
      std::vector< Real >
      + elements
                   -discrete_domain_z
                   -discrete field
                   -discrete domain
                   discrete_domain_y_
       mtk::UniStgGrid3D

    nature

west_bndy_east_bndy_
num_cells_x
- delta_x
- south bndy
- north bndy
- num cells y
delta_y_bottom_bndy_

    top_bndy

- num_cells_z_
- delta z
+ operator=()
+ UniStgGrid3D()
+ UniStgGrid3D()
+ UniStgGrid3D()
+ ~UniStgGrid3D()
+ discrete_domain_x()
+ discrete_domain_y()
+ discrete_domain_z()
+ discrete_field()
+ nature()
and 17 more...

    BindVectorFieldPComponent()

    BindVectorFieldQComponent()

    BindVectorFieldRComponent()
```

Τ