

```
compnal::sparse_matrix  
::BraketVector< RealType >
```

```
+ val
```

```
+ BraketVector()  
+ BraketVector()  
+ BraketVector()  
+ operator=()  
+ Fill()  
+ Free()  
+ Clear()  
+ Assign()  
+ Assign()  
+ Normalize()  
+ MultiplyByScalar()  
+ L1Norm()  
+ L2Norm()  
+ Print()
```