

compnal::model::BaseU1Electron  
\_1D< RealType >

# onsite\_operator\_c\_up\_  
# onsite\_operator\_c\_down\_  
# onsite\_operator\_c\_up\_  
\_dagger\_  
# onsite\_operator\_c\_down\_  
\_dagger\_  
# onsite\_operator\_nc\_up\_  
# onsite\_operator\_nc\_  
\_down\_  
# onsite\_operator\_nc\_  
# onsite\_operator\_sx\_  
# onsite\_operator\_isy\_  
# onsite\_operator\_sz\_  
and 9 more...

+ BaseU1Electron\_1D()  
+ BaseU1Electron\_1D()  
+ BaseU1Electron\_1D()  
+ SetSystemSize()  
+ SetTotalSz()  
+ SetTotalElectron()  
+ SetCalculatedEigenvector  
Set()  
+ isValidQNumber()  
+ isValidQNumber()  
+ GetNumElectrons()  
and 30 more...  
+ isValidQNumber()  
+ CalculateTargetDim()  
+ CreateOnsiteOperatorCUp()  
+ CreateOnsiteOperatorCDown()  
+ CreateOnsiteOperatorCUpDagger()  
+ CreateOnsiteOperatorCDown  
Dagger()  
+ CreateOnsiteOperatorNCUp()  
+ CreateOnsiteOperatorNCDown()  
+ CreateOnsiteOperatorNC()  
+ CreateOnsiteOperatorSx()  
+ CreateOnsiteOperatoriSy()  
+ CreateOnsiteOperatorSz()  
+ CreateOnsiteOperatorSp()  
+ CreateOnsiteOperatorSm()  
+ CalculateQuntumNumberDifference()  
# SetOnsiteOperator()