```
srsran::bounded_bitset
< N, LowestInfoBitIsMSB >

+    bounded_bitset()
+    bounded_bitset()
+    bounded_bitset()
+    bounded_bitset()
+    bounded_bitset()
+    operator=()
+    size()
+    empty()
+    resize()
+    set()
     and 35 more...
+    bit_order()
+    max_size()
```

< MAX_NSYMB_PER_SLOT >

```
srsran::bounded_bitset
< MAX_NSYMB_PER_SLOT >

+    bounded_bitset()
+    bounded_bitset()
+    bounded_bitset()
+    bounded_bitset()
+    bounded_bitset()
+    operator=()
+    size()
+    empty()
+    resize()
+    set()
     and 35 more...
+    bit_order()
+    max_size()
```

```
srsran::symbol_slot_mask

+  symbol_slot_mask()
+  symbol_slot_mask()
+  symbol_slot_mask()
```