## < 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 RB > |< NRE >< MAX NSYMB PER SLOT > srsran::bounded bitset srsran::bounded bitset < MAX\_NSYMB\_PER\_SLOT > < NRE > + bounded bitset() bounded\_bitset() + bounded bitset() bounded\_bitset() + bounded bitset() + bounded\_bitset() + + bounded bitset() bounded\_bitset() + + bounded bitset() bounded\_bitset() + + operator=() operator=() + + size() + size() + empty() empty() + + resize() + resize() + set() set() + and 35 more... and 35 more... + bit\_order() bit order() + + max\_size() max\_size() + srsran::bounded bitset < MAX RB > + 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 srsran::re\_prb\_mask + re\_prb\_mask() + symbol\_slot\_mask() +prb\_mask + symbol\_slot\_mask() + re\_prb\_mask() + symbol\_slot\_mask() + re\_prb\_mask() +symbols +re\_mask srsran::re\_pattern + re\_pattern() + re\_pattern() + re\_pattern() + get\_inclusion\_mask() + get exclusion mask()

srsran::bounded\_bitset