```
GenericScalar< int >

# _value

+ GenericScalar()
+ operator int()
+ operator int &()
```

```
Coord

+ Coord()
```

#_x
#_y
#_z

```
Point

+ x
+ y
+ z

+ Point()
+ Point()
+ x()
+ y()
+ z()
+ operator==()
+ operator!=()
```