```
Range< Type >
 + Range()
 + Range()
 + Range()
 + ~Range()
 + low()
 + high()
 + low()
 + high()
 + spread()
 + left()
 + right()
 + contains()
 + mesh()
 + operator=()
         < double >
Range< double >
+ Range()
+ Range()
+ Range()
+ ~Range()
+ low()
+ low()
+ high()
+ high()
+ spread()
+ left()
+ right()
+ contains()
+ mesh()
+ operator=()
```