

```
std::unordered_set  
< Point3D, Point3D::  
HashFunction, EpsilonEquality3D >
```

PointSet3D

```
graph BT; PS3D[PointSet3D] --> US[std::unordered_set< Point3D, Point3D::HashFunction, EpsilonEquality3D >];
```

A diagram illustrating the relationship between a custom class and a standard library container. At the bottom, a gray rectangular box labeled "PointSet3D" has a blue arrow pointing upwards to a larger white rectangular box with a gray border. The white box contains the C++ template definition for an unordered set: `std::unordered_set< Point3D, Point3D::HashFunction, EpsilonEquality3D >`. This indicates that `PointSet3D` is a specialization or uses this specific template.