Node256 Node16 Node48 Node4 - children: uint64[256] - keys: uint8[4] - keys: uint8[16] - keys: uint8[256] - children: uint64[4] - children: uint64[16] - children: uint64[48] - getChildPos(uint8): Node** - flipSign(uint8): uint8 Node + prefixCount : uint64 + prefix : uint8[MaxPrefixLength] + nodeType : enum NodeType + count : uint16 + lock : atomic<uint64> + getChild(uint8) : Node* + setChild(uint8, Node*): void + changeChild(uint8, Node*): bool

+ getChildren(): vector<pair<uint8, Node*>>

+ copyTo(Node*) : void