```
BurstType
 + BurstType()
 + BurstType()
 + BurstType()
 + operator=()
 + operator=()
 + ~BurstType()
 + CalculatePosition()
  BurstTypeSpherical
+ BurstTypeSpherical()
+ BurstTypeSpherical()
+ BurstTypeSpherical()
+ operator=()
+ operator=()
```

+ ~BurstTypeSpherical() + CalculatePosition()