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