```
           boost::multi_array
           < double, 4 >



                    △
                    │
                    │

           Array4D

# nx_
# ny_
# xs_
# ys_

+ Array4D()
+ Array4D()
+ Array4D()
+ Array4D()
+ Array4D()
+ ~Array4D()
+ operator=()
+ setFirstDimension()
+ getFirstDimensionData()
+ setDataFromVector()
and 29 more...
```