```
Coord3D< int >
+ x
+ y
+ z
+ Coord3D()
+ Coord3D()
        +m_Size
Array3D<T>
+ Array3D()
+ Array3D()
+ Size()
+ ~Array3D()
+ Get()
+ Get()
+ At()
+ At()
+ At()
+ At()
and 18 more...
```