```
MeshBase
   +boundary_info: AutoPtr<BoundaryInfo>
   +elem(unsigned int)
   +node(unsigned int)
   +elements_begin/end()
   +nodes_begin/end()
   +active_local_elements_begin/end()
   +read()
   +write()
   CartesianMesh
                         UnstructuredMesh
                     +find_neighbors()
                     +read/write()
                     +add/delete elem()
         SerialMesh
                                         ParallelMesh
                               #_elements: mapvector<Elem*>
# elements: vector<Elem*>
+elements_begin()
                              +allgather()
                              +delete_remote_elements()
```