```
BlockGraphBase< T >
            # ptr groups
            # n singleton
            # n links
            # n blocks
            + BlockGraphBase()
            + get_groups()
            + get_ptr_groups()
+ get_size()
            + get_number_singleton()
            + get_pos_singleton()
+ get_row_with_singleton()
            + get_complete_size()
            + get_group_size()
+ get_n_links()
            and 16 more..
            # find_neighbours()
            # compute_nlinks_nblocks()
            # compute_diagonal_position()
                            < unsigned int >
            BlockGraphBase< unsigned
                         int >
            # ptr_groups
            # n_singleton
            # n links
            # n blocks
            + BlockGraphBase()
            + get_groups()
            + get_ptr_groups()
            + get_size()
            + get_number_singleton()
            + get_pos_singleton()
            + get row with singleton()
            + get_complete_size()
            + get_group_size()
            + get n links()
            and 16 more...
            # find neighbours()
            # compute_nlinks_nblocks()
            # compute_diagonal_position()
BlockGraphAdjDyn < T >
                                BlockGraphDyn< T >
+ BlockGraphAdjDyn()
                                + BlockGraphDyn()
+ BlockGraphAdjDyn()
                                + BlockGraphDyn()
+ get_graph()
                                + BlockGraphDyn()
+ get_adj_list()
                                + BlockGraphDyn()
+ get neighbours()
                                + get_graph()
+ get_n_links()
                                + get_adj_list()
+ get n block links()
                                + get_neighbours()
+ get_possible_links()
                                + get_n_links()
+ get_possible_block
                                + get_n_block_links()
                                + get_possible_links()
+ set_graph()
                                and 12 more...
and 10 more...
```

links()