

vector< FlagType >

shared_ptr< SemantisedTriangle Mesh::Triangle >

shared_ptr< SemantisedTriangle Mesh::Vertex >

vector< void * >

string

SemantisedTriangleMesh ::Edge
+ Edge() + Edge() + Edge() + ~Edge() + getCommonVertex() + getOppositeVertex() + getLeftTriangle() + getRightTriangle() + getOppositeTriangle() + hasVertex() + hasVertex() + getV1() + setV1() + getV2() + setV2() + setVertex() + getT1() + setT1() + getT2() + setT2() + setTriangle() + getInformation() + setInformation() + getAssociatedFlags() + setAssociatedFlags() + addFlag() + searchFlag() + removeFlag() + removeFlag() + addInformation() + searchInfo() + removeInfo() + removeInfo() + clearInfo() + getId() + setId() + computeLength() + collapse() + print()

#associated_flags

#t1
#t2

#v1
#v2

#information

#id