```
structs.Struct

    Struct Entry

    Struct_Type

    Struct Units

- Struct Lock
+ Struct()
+ Struct()
+ GetEntry()
+ GetType()
+ GetUnits()
+ SE()
+ SetEntry()
+ CC()
+ CT()
# COT()
# IsPositive()
# Is0 1()
# IsNot0()
GetLock()
SetType()
SetUnits()
SetLock()
structs.SString
# heap
+ SString()
+ SString()
+ SE()
```

+ CC() + CT()