```
structs.Struct
                     - Struct Entry
                     Struct_TypeStruct_Units
                     - Struct Lock
                     + Struct()
                     + Struct()
                     + GetEntry()
                     + GetType()
                     + GetUnits()
                     + SE()
                     + SetEntry()
                     + CC()
                     + CT()
                     # COT()
                     # IsPositive()
                     # Is0 1()
                     # IsNot0()
                     GetLock()
                     - SetType()
                     SetUnits()
                     SetLock()
                            Δ
                       structs.SInt
                       # heap
                       + SInt()
                       + SInt()
                       + SE()
                       + CC()
                       + CT()
                        data.Lifts
                  ~ weight
                  + Lifts()
                   + Lifts()
                  + Lifts()
                  + GetWeight()
                  + GetWeightUnits()
                  # SetWeight()
data.Benches
                     data.Deadlifts
                                            data.Squats
                     + Deadlifts()
+ Benches()
                                            + Squats()
+ Benches()
                     + Deadlifts()
                                            + Squats()
+ Benches()
                     + Deadlifts()
                                            + Squats()
```