```
Struct_Entry
Struct_TypeStruct_UnitsStruct_Lock
 + Struct()
 + Struct()
 + GetEntry()
 + GetType()
 + GetUnits()
 + SE()
+ SetEntry()
 + CC()
 + CT()
# COT()
 # IsPositive()
# Is0_1()
 # IsNotÖ()
 - GetLock()
 - SetType()
  SetUnits()
  SetLock()
       Δ
                   D
               structs.SDouble
               # heap
                + SDouble()
                + SDouble()
+ SE()
+ CC()
                + CT()
structs.SInt
# heap
+ SInt()
+ SInt()
+ SE()
+ CC()
+ CT()
                 data.Weight
                 + Weight()
                 + Weight()
                      -weight
      data.Lifts
+ Lifts()
+ Lifts()
+ Lifts()
+ GetWeight()
+ GetWeightUnits()
# SetWeight()
           Δ
    data.Squats
    + Squats()
    + Squats()
+ Squats()
```

structs.Struct