```
structs.Struct
  Struct_Entry
Struct_TypeStruct_UnitsStruct_Lock
 + Struct()
 + Struct()
 + GetEntry()
 + GetType()
 + GetUnits()
 + SE()
+ SetEntry()
 + CC()
 + CT()
# COT()
 # IsPositive()
# Is0_1()
 # IsNot0()
 - 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.Benches
   + Benches()
   + Benches()
   + Benches()
```