```
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()
         Δ
    structs.SInt
    # heap
    + SInt()
    + SInt()
    + SE()
    + CC()
    + CT()
         Λ
     data.Lifts
\sim weight
+ Lifts()
+ Lifts()
+ Lifts()
+ GetWeight()
+ GetWeightUnits()
# SetWeight()
    data.Squats
    + Squats()
    + Squats()
    + Squats()
```