```
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.SDouble
# heap
+ SDouble()
+ SDouble()
+ SE()
+ CC()
+ CT()
```