```
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.SInt
 # heap
 + SInt()
 + SInt()
 + SE()
```

+ CC() + CT()