

```

class Loop : public Entity {
    Loop      *_next;           // next hole loop
    Face      *_face;           // parent face
    Pedge     *_pedge;          // a p-edge in a loop
};

class Pedge : public Entity { // partial edge (p-edge) class
    Loop      *_loop;           // parent loop
    Entity     *_child;          // child entity: an edge or a p-vertex
    Orient     *_orient;         // orientation flag w.r.t. the edge direction
    Pvertex    *_pvertex;        // start p-vertex

```