```
    Pedge        *_looped_prev;      // previous p-edge in the loop cycle
    Pedge        *_looped_next;      // next p-edge in the loop cycle
    Pedge        *_radial_prev;      // previous p-edge in the radial cycle
    Pedge        *_radial_next;      // next p-edge in the radial cycle
};
class Edge : public Entity {
    Entity       *_parent;           // parent entity: a p-edge or a p-face
    Pvertex      *_pvertex[2];       // two end p-vertices
    Curve        *_geometry;         // curve
};
class Pvertex : public Entity { // partial vertex (p-vertex) class
    Pvertex      *_next;             // another p-vertex associated with _vertex
    Entity       *_parent;           // parent entity: an edge or a p-edge
    Vertex       *_vertex;           // mother vertex
};
class Vertex : public Entity {
    Entity       *_parent;           // parent entity: a p-vertex or a p-face
    Point        *_geometry;         // position
};
```