

IEquatable< Id >

```
classDiagram
    class IEquatable {
        <Id>
    }
    class EvoId {
        +id
        +SIZE_BYTES
        +Id()
        +Id()
        +Equals()
        +Equals()
        +GetHashCode()
        +ToString()
        +operator==( )
        +operator!=( )
    }
    IEquatable <|-- EvoId
```

The diagram shows a class hierarchy. At the top is the interface `IEquatable< Id >`, represented by a rectangle with three horizontal compartments. The top compartment contains the text `IEquatable< Id >`, while the two lower compartments are empty. Below this interface is the class `Evo.Id`, represented by a rectangle with three horizontal compartments. The top compartment of `Evo.Id` is shaded gray and contains the text `Evo.Id`. The middle compartment is also shaded gray and contains the attributes `+ iD` and `+ SIZE_BYTES`. The bottom compartment is shaded gray and contains the methods `+ Id()`, `+ Id()`, `+ Equals()`, `+ Equals()`, `+ GetHashCode()`, `+ ToString()`, `+ operator==()`, and `+ operator!=()`. A blue arrow with a hollow triangular head points from the top of the `Evo.Id` class box to the bottom of the `IEquatable< Id >` interface box, indicating that `Evo.Id` implements `IEquatable< Id >`.

Evo.Id

+ iD

+ SIZE_BYTES

+ Id()

+ Id()

+ Equals()

+ Equals()

+ GetHashCode()

+ ToString()

+ operator==()

+ operator!=()