```
McCAD::Geometry::Coord
   + value
   + Coord()
   + Coord()
   + operator()()
   + operator+=()
   + operator-=()
   + operator*=()
   + operator/=()
   + Coord()
   + Coord()
   + operator()()
   + operator+=()
   + operator-=()
   + operator*=()
   + operator/=()
                 +X
                 +y
                 +Z
  McCAD::Geometry::Coord3D
  + Coord3D()
  + Coord3D()
  + operator+=()
  + operator-=()
  + operator^=()
  + operator*=()
  + operator/=()
  + Coord3D()
  + Coord3D()
  + operator+=()
  + operator-=()
  + operator^=()
  + operator*=()
  + operator/=()
                 -minima
                 -maxima
McCAD::Geometry::BoundingBox
- gap
+ BoundingBox()
+ BoundingBox()
+ minima()
+ maxima()
+ getGap()
+ setGap()
+ resetGap()
+ minSize()
+ maxSize()
+ diagonal()
and 10 more...
```