```
MeshBase
            #_dim: unsigned int
            #_n_parts: unsigned int
            +boundary_info: AutoPtr<BoundaryInfo>
            +elements_begin()
            +read()
            +<<empty>> allgather()
            +<<empty>> delete_remote_elements()
                    UnstructuredMesh
                    +read()
       ParallelMesh
                                         SerialMesh
+ elements: mapvector<Elem*>
                                  elements: std::vector<Elem*>
+elements_begin()
                                 +elements begin()
```

+allgather()

+delete_remote_elements()