```
-data
        TreeNode< T, N >

    level

     - children
     - child num
     - split mode
     + TreeNode()
     + TreeNode()
     + TreeNode()
     + TreeNode()
     + get_child_pointer()
+ set_child_pointer()
     + get_child_num()
     + set_child_num()
     + increase_child_num()
     + decrease_child_num()
     + Parent()
     + Parent()
     + get_data_pointer()
     + get_data_pointer()
     + get_data_reference()
     + get_data_reference()
+ get_level()
     + set_level()
     + is_leaf()
     + is root()
                                        -parent
     + get_split_mode()
     + set_split_mode()
     + operator==()
     * TreeNode()
     * TreeNode()
     * TreeNode()
     * TreeNode()
     * get_child_pointer()
     * set_child_pointer()
     * get_child_num()
     * set_child_num()
     * increase_child_num()
       decrease_child_num()
     * Parent()
     * Parent()
     * get_data_pointer()
       get_data_pointer()
     * get_data_reference()
     * get_data_reference()
       get_level()
set_level()
     * is_leaf()
     * is_root()
     * get_split_mode()
       set_split_mode()
       operator==()
                     < BlockCluster< spacedim,
             -parent Number >, BlockClusterTree
                     < spacedim, Number >::child_num >
  TreeNode< BlockCluster
  < spacedim, Number >,
  BlockClusterTree< spacedim,
      Number >::child num >

    data

    level

  - children
   child_num

    split_mode

  + TreeNode()
    TreeNode()
  + TreeNode()
  + TreeNode()
  + get child pointer()
  + set_child_pointer()
  + get_child_num()
  + set child num()
  + increase_child_num()
  + decrease_child_num()
  + Parent()
  + Parent()
  + get_data_pointer()
  + get_data_pointer()
+ get_data_reference()
  + get_data_reference()
  + get_level()
  + set_level()
  + is_leaf()
  + is_root()
  + get_split_mode()
  + set_split_mode()
  + operator==()
* TreeNode()
  * TreeNode()
  * TreeNode()
  * TreeNode()
  * get_child_pointer()
  * set_child_pointer()
  * get_child_num()
   set_child_num()
  * increase_child_num()
  * decrease_child_num()
  * Parent()
  * Parent()
  * get_data_pointer()
   get_data_pointer()
   get_data_reference()
get_data_reference()
  * get_level()
  * set_level()
  * is_leaf()
  * is_root()
  * get_split_mode()
* set_split_mode()
  * operator==()
                    -root_node
BlockClusterTree< spacedim,
              Number >
+ child_num
- leaf_set
near_field_set

    far_field_set

- n_min
- eta

    depth

max_level
node_num

    is_subtree

    DeclException2()

* BlockClusterTree()
* BlockClusterTree()
* BlockClusterTree()
* BlockClusterTree()
* BlockClusterTree()
* BlockClusterTree()
 BlockClusterTree()
* BlockClusterTree()
* operator=()
* operator=()
* ~BlockClusterTree()
* release()
 clear()
 partition_tensor_product()
  Janulion
           coarse
 _tensor_product()
 partition fine non
 _tensor__product()
 partition()
* partition()
 extend_finer_than_partition()
* extend_to_finer_partition()
 prune_descendants_from_node()
 prune_to_partition()
 get_root()
 get_leaf_set()
get_leaf_set()
* build_leaf_set()
* write_leaf_set()
* write_leaf_set()
* get_near_field_set()
 get_near_field_set()
get_far_field_set()
get_far_field_set()
 get_n_min()
* get_eta()
 get_depth()
 calc_depth_and_max
 _level()
* get_
      _max_level()
 get_node_num()
* set_node_num()
* increase_node_num()
 decrease_node_num()
* categorize_near_and
 _far_field_sets()
 partition_tensor_product
 _from_block_cluster_node()
 partition coarse non
 _tensor_product_from
 block_cluster_node()
partition_fine_non
 _tensor_product_from
 _block_cluster_node()
 partition_fine_non
 tensor_product_from
 block_cluster_node_N() partition_fine_non
 tensor_product_from
 _block_cluster_node_Nstar()
 partition_from_block
```

_cluster_node()
* partition_from_block
_cluster_node()
* find_leaf_bc_node_not
_subset_of_bc_nodes_in

_partition()

_in__partition()

find_leaf_bc_node_not

Т