

```
{base_num_t< UINT_T, B >  
  ||}
```



```
{nat_num_t< UINT_T, B >  
  ||+ size_t size() const  
  + void push_front(dig  
_t parg)  
  + dig_t operator[](uint  
arg) const  
  + dig_t & operator[]  
(uint arg)  
  + void clear()  
  + void push_back(dig  
_t arg)  
  + striterator begin()  
  + cstriterator end()  
  const  
  + nat_num_t()  
  + const nat_num_t & operator  
=(const nat_num_t &a)  
y 93 más...  
}
```