

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



```
{int_num_t< UINT_T, B >  
||+ size_t size() const  
+ void resize(size_t arg)  
+ void push_front(dig  
_t< B > parg)  
+ void push_back(dig  
_t< B > arg)  
+ const num_int & operator&  
=(const num_int &arg)  
+ num_int()  
+ num_int(const num  
_int &a)  
+ num_int(const string &a)  
+ num_int(dig a0)  
+ num_int(dig a1, dig a0)  
y 81 más...  
}
```