



GridReader
<div>+ CGNS(in fileName: std::string): const GridDat</div>

GridData
<div>+ dimension: unsigned</div> <div>+ coordinates: Eigen::Matrix<double, Dynamic, 3></div> <div>+ triagleConnectivity: Eigen::Matrix<unsigned, Dynamic, 3></div> <div>+ quadrangleConnectivity: Eigen::Matrix<unsigned, Dynamic, 4></div>

GridBuilder
<div>+ build(in gridData: GridData&): const Grid</div>

Grid
<div>+ dimension: const unsigned</div> <div>+ elements: std::vector<Element></div> <div>+ vertices: std::vector<Vertex></div>