```
Triangles
 + Capacity
 # mSize
 # mElements
 + StaticArray()
 + StaticArray()
 + StaticArray()
 + ~StaticArray()
 + clear()
 + push back()
 + emplace back()
 + pop back()
 + empty()
 + size()
    and 22 more...
EPAConvexHullBuilder
   ::TriangleQueue
+ push back()
```

+ PeekClosest()+ PopClosest()+ sTriangleSorter()