```
Ihy::DataStructure
     < std::pair< Index,
         Node >>
     + ~DataStructure()
Ihy::BaseGraph< TreeNode
     < Node >, Edge >
+ return node
+ BaseGraph()
+ ~BaseGraph()
+ AddEdge()
+ AddEdge()
+ AddNode()
+ AddNode()
+ GetNode()
+ GetNode()
+ operator[]()
+ operator[]()
and 12 more...
Ihy::Trees < Origin
      Node_, Edge_ >
+ Trees()
+ AddRoot()
+ AddNode()
+ ChangeFather()
+ ChangeFatherWithCheck()
+ operator[]()
+ GetNode()
+ IsFather()
+ CheckNodeExist()
+ SetRoot()
```