

```
wjr::bitset_const_iterator  
    < Bitset >
```

```
# m_bitset
```

```
# m_pos
```

```
+ bitset_const_iterator()
```

```
+ bitset_const_iterator()
```

```
+ bitset_const_iterator()
```

```
+ operator=()
```

```
+ operator=()
```

```
+ ~bitset_const_iterator()
```

```
+ operator*()
```

```
+ operator++()
```

```
+ operator++()
```

```
+ operator--()
```

```


|   |   |
|---|---|
| 0 | 0 |
| 0 | 0 |

 13 

|   |   |
|---|---|
| 0 | 0 |
| 0 | 0 |



|   |   |
|---|---|
| 0 | 0 |
| 0 | 0 |

 ...
```

```
# bitset_const_iterator()
```