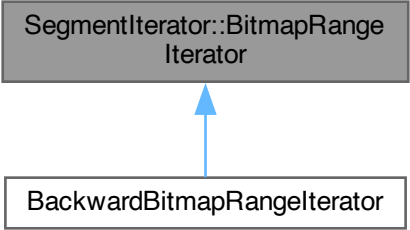


SegmentIterator::BitmapRange
Iterator



```
graph BT; A[BackwardBitmapRangeIterator] --> B[SegmentIterator::BitmapRange Iterator];
```

BackwardBitmapRangeIterator