```
cmst::Edge2D

 m start

  - m end
 - m length
 + Edge2D()
  + Edge2D()
  + length()
  + start()
  + end()
 + operator<()
 + operator==()
 # swap points()
cmst::IndexEdge2D
- m index
+ IndexEdge2D()
+ IndexEdge2D()
+ startIndex()
+ endIndex()
+ operator<()
```

+ operator>()