

```
std::map< G4String, G4Material * >
```

- keys
- elements

```
std::map< G4String, G4Element * >
```

- keys
- elements

materials

elements

BDSMaterials

```
# materials  
# elements  
- airMaterialPropertiesTable  
- celluloseMaterialPropertiesTable  
- fsMaterialPropertiesTable  
- petMaterialPropertiesTable  
- vacMaterialPropertiesTable  
- _instance
```

```
+ ~BDSMaterials()  
+ PrepareRequiredMaterials()  
+ AddElement()  
+ AddElement()  
+ GetMaterial()  
+ GetElement()  
+ GetElement()  
+ CheckMaterial()  
+ CheckElement()  
+ AddMaterial()  
+ AddMaterial()  
+ AddMaterial()  
+ Instance()  
+ ListMaterials()  
# BDSMaterials()  
- Initialise()  
* AddMaterial()  
* AddMaterial()  
* AddMaterial()
```

_instance