

B DSTunnelCavitySectionBuilder

_tunnelCavitySection

+ ~B DSTunnelCavitySectionBuilder()
+ B DSTunnelCavitySectionBuilder()
+ createNewTunnelCavitySection()
+ tunnelCavitySection()
+ build()



BDSAngleTunnelCavitySectionBuilder

+ ~BDSAngleTunnelCavitySectionBuilder()
+ BDSAngleTunnelCavitySectionBuilder()
+ build()