

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

```
- keys  
- elements
```

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

```
- keys  
- elements
```

materials

elements

BDSMaterials

```
# materials  
# elements  
- tmpMaterial  
- tmpElement  
- airMaterialPropertiesTable  
- fsMaterialPropertiesTable  
- _instance
```

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

\_instance