```
const c2_function<
        float type > *
                #func
c2_const_ptr< float
           _type >
+ c2 const ptr()
+ c2 const ptr()
+ c2_const_ptr()
+ set function()
+ operator=()
+ operator=()
+ release_for_return()
+ unset_function()
+ ~c2_const_ptr()
+ get()
+ get_ptr()
+ operator->()
+ valid()
+ operator const c2 function
< float type > &()
+ operator()()
+ operator()()
+ operator+()
+ operator-()
+ operator*()
+ operator/()
+ operator()()
    c2_ptr< float_type >
    + c2_ptr()
    + c2_ptr()
    + c2_ptr()
    + get()
    + get_ptr()
    + operator->()
    + operator=()
    + operator=()
```