

original::container< TYPE, ALLOC >

# allocator

+ size()  
+ empty()  
+ contains()  
+ ~container()  
# container()  
# allocate()  
# deallocate()  
# construct()  
# destroy()

original::serial< TYPE, ALLOC >

+ get()  
+ getBegin()  
+ getEnd()  
+ operator[]()  
+ operator[]()  
+ set()  
+ indexOf()  
+ contains()  
# indexOutOfBounds()  
# parseNegIndex()

original::printable

+ ~printable()  
+ className()  
+ toString()  
+ operator std::string()  
+ operator const char \*()  
+ toCString()  
+ formatString()  
+ formatCString()  
+ formatEnum()  
+ formatString()  
+ formatString()  
+ formatString()  
+ formatCString()  
+ formatEnum()  
+ formatString()  
+ formatString()  
+ formatString()

original::iterable< TYPE >

+ ~iterable()  
+ begin()  
+ end()  
+ begin()  
+ end()  
+ first()  
+ last()  
+ first()  
+ last()  
+ begins()  
+ ends()  
+ forEach()  
+ forEach()  
+ forEach()  
+ forEach()

original::comparable< iterationStream< TYPE, DERIVED > >

+ compareTo()  
+ operator==()  
+ operator!=()  
+ operator<()  
+ operator>()  
+ operator<=()  
+ operator>=()  
+ ~comparable()

original::baseList< TYPE, ALLOC >

+ add()  
+ remove()  
+ clear()  
+ push()  
+ pop()  
+ pushBegin()  
+ popBegin()  
+ pushEnd()  
+ popEnd()

original::iterationStream< TYPE, DERIVED >

+ compareTo()  
+ className()  
+ toString()  
# elementsString()

original::forwardChain< TYPE, ALLOC >

+ forwardChain()  
+ forwardChain()  
+ forwardChain()  
+ forwardChain()  
+ operator=()  
+ forwardChain()  
+ operator=()  
+ size()  
+ get()  
+ operator[]()  
and 12 more...

