

## original::algorithms

- + distance()
- + find()
- + find()
- + find()
- + find()
- + count()
- + count()
- + equal()
- + forEach()
- + forEach()
- and 11 more...
- + distance()
- + allOf()
- + anyOf()
- + noneOf()
- + find()
- + find()
- + find()
- + find()
- + count()
- + count()
- and 13 more...
- # heapGetPrior()