

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::baseArray < TYPE, ALLOC >

original::iterationStream < TYPE, DERIVED >
+ compareTo()
+ className()
+ toString()
# elementsString()

original::bitSet< ALLOC >
+ bitSet()
+ bitSet()
+ bitSet()
+ operator=()
+ bitSet()
+ operator=()
+ count()
+ resize()
+ size()
+ begins()
and 11 more...