original::container	
< TYPE, allocator< TYPE > > # allocator	
+ size() + empty()	
+ contains()	
+ ~container() # container()	
# allocate() # deallocate()	
# construct() # destroy()	
The destroy()	
	original::printable
	original::iterable < TYPE >
original::serial< TYPE,	+ ~printable() + className() + ~iterable() original::comparable
allocator< TYPE > >	+ toString() + begin() < iterationStream< TYPE, chain< TYPE, allocator
+ get() + getBegin()	+ end() + operator const char *() + toCString() + end() + begin()
+ getEnd()	+ formatString() + compareTo() + compareTo() + compareTo()
+ operator[]() + operator[]()	+ formatEnum() + last() + operator!=()
+ set() + indexOf()	+ formatString() + last() + operator>()
+ contains() # indexOutOfBound()	+ formatString() + operator<=() + ends() + operator>=()
# parseNegIndex()	+ formatCstring() + formatEnum() + forEach() + ~comparable()
\uparrow	+ formatString() + forEach()
	+ formatString() + formatString()
original::baseList < TYPE, allocator< TYPE > >	
+ add()	original::iterationStream
+ remove()	< TYPE, chain< TYPE, allocator < TYPE > > >
+ clear() + push()	+ compareTo()
+ pop() + pushBegin()	+ className() + toString()
+ popBegin() + pushEnd()	# elementsString()
+ popEnd()	
	original::chain< TYPE, allocator< TYPE > >
	< containerAdapter< TYPE,
	+ chain()
	+ compareTo() + chain() + chain()
	+ operator!=() + chain() + operator=()
	+ operator>() + operator=()
	+ operator>=() + size()
	+ ~comparable() + get() and 13 more
	#serial_
	original::containerAdapter < TYPE, chain, allocator >
	+ size()
	+ clear() + contains()
	+ compareTo()
	+ className() + toString()
	+ ~containerAdapter() # containerAdapter()
	<u> </u>
	original::deque< TYPE,
	SERIAL, ALLOC >
	+ deque() + deque()
	+ deque()
	+ operator=() + deque()
	+ operator=() + pushBegin()
	+ pushEnd() + popBegin()
	+ popEegin() + popEnd()

popEnd()

className()

+ head()+ tail()