original::container
< TYPE, ALLOC >

#	allocator

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

original::set< K_TYPE,
COMP, ALLOC >

#	compare

+	add()
+	remove()
+	~set()
#	set()