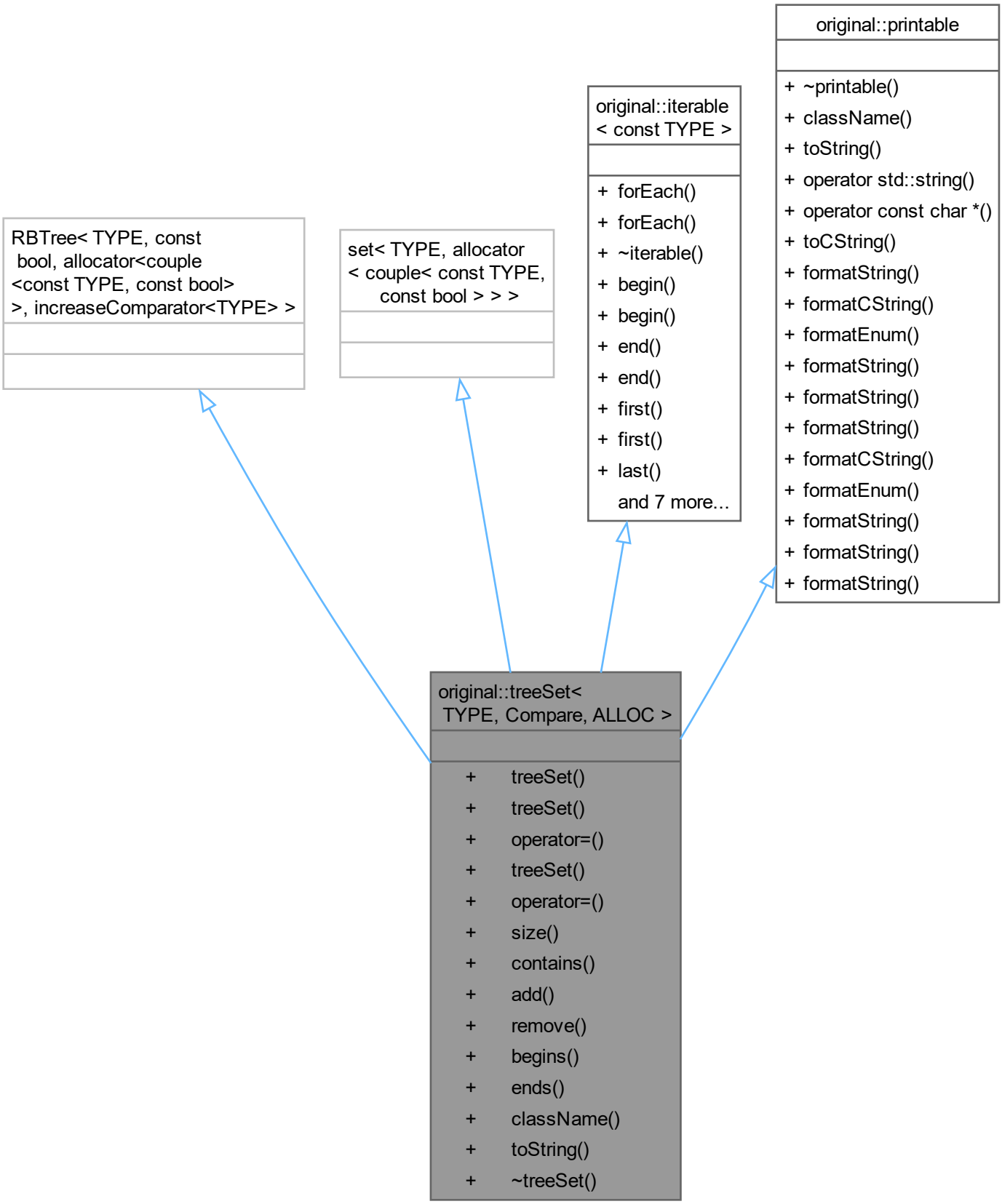
RBTree< TYPE, const bool, allocator<couple <const TYPE, const bool> >, increaseComparator<TYPE> >
set< TYPE, allocator < couple< const TYPE, const bool > > >
original::iterable < const TYPE >
+ forEach()
+ forEach()
+ ~iterable()
+ begin()
+ begin()
+ end()
+ end()
+ first()
+ first()
+ last()
and 7 more...
original::printable
+ ~printable()
+ className()
+ toString()
+ operator std::string()
+ operator const char *()
+ toCString()
+ formatString()
+ formatCString()
+ formatEnum()
+ formatString()
+ formatString()
+ formatString()
+ formatCString()
+ formatEnum()
+ formatString()
+ formatString()
+ formatString()
original::treeSet< TYPE, Compare, ALLOC >
+ treeSet()
+ treeSet()
+ operator=()
+ treeSet()
+ operator=()
+ size()
+ contains()
+ add()
+ remove()
+ begins()
+ ends()
+ className()
+ toString()
+ ~treeSet()