```
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()
#   indexOutOfBound()
#   parseNegIndex()
```

```
original::baseArray
< TYPE, ALLOC >



```

```
original::array< TYPE,
ALLOC >


+   array()
+   array()
+   array()
+   operator=()
+   array()
+   operator=()
+   size()
+   data()
+   get()
+   operator[]()
    and 6 more...
```

```
original::bitSet< ALLOC >


+   bitSet()
+   bitSet()
+   bitSet()
+   operator=()
+   bitSet()
+   operator=()
+   count()
+   resize()
+   size()
+   begins()
    and 11 more...
```