```
original::lockGuard
+ MANUAL_LOCK
+ AUTO_LOCK
+ TRY_LOCK
+ ADOPT_LOCK
+ lockGuard()
+ lockGuard()
+ operator=()
+ ~lockGuard()
# lock()
# tryLock()
# unlock()
```



# isLocked()

- + uniqueLock()
  + uniqueLock()
  - + operator=()
- + isLocked()
  - + IsLocked()
    + lock()
  - + lock()
  - + tryLock()
    + unlock()
    + ~uniqueLock()