

original::comparable < DERIVED >
<ul style="list-style-type: none"> <li>+ compareTo()</li> <li>+ operator==(())</li> <li>+ operator!=(())</li> <li>+ operator&lt;()</li> <li>+ operator&gt;()</li> <li>+ operator&lt;=()</li> <li>+ operator&gt;=()</li> <li>+ ~comparable()</li> </ul>

original::hashable < DERIVED >
<ul style="list-style-type: none"> <li>+ toHash()</li> <li>+ equals()</li> <li>+ ~hashable()</li> </ul>

original::printable
<ul style="list-style-type: none"> <li>+ ~printable()</li> <li>+ className()</li> <li>+ toString()</li> <li>+ operator std::string()</li> <li>+ operator const char *()</li> <li>+ toCString()</li> <li>+ formatString()</li> <li>+ formatCString()</li> <li>+ formatEnum()</li> <li>+ formatString()</li> <li>+ formatString()</li> <li>+ formatString()</li> <li>+ formatString()</li> <li>+ formatString()</li> <li>+ formatString()</li> <li>+ formatCString()</li> <li>+ formatEnum()</li> <li>+ formatString()</li> <li>+ formatString()</li> <li>+ formatString()</li> </ul>

original::threadBase < DERIVED >
<ul style="list-style-type: none"> <li>+ threadBase()</li> <li>+ ~threadBase()</li> <li>+ threadBase()</li> <li>+ operator=()</li> <li>+ threadBase()</li> <li>+ operator=()</li> <li>+ operator bool()</li> <li>+ operator!()</li> <li>+ joinable()</li> <li>+ join()</li> <li>+ detach()</li> <li>+ className()</li> <li>+ toString()</li> <li># valid()</li> <li># id()</li> </ul>

