

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() # indexOutOfBounds() # parseNegIndex()

original::printable
+ ~printable() + className() + toString() + operator std::string() + operator const char *() + toCString() + formatString() + formatCString() + formatEnum() + formatString() + formatString() + formatString() + formatString() + formatString() + formatCString() + formatEnum() + formatString() + formatString() + formatString()

original::iterable < TYPE >
+ ~iterable() + begin() + end() + begin() + end() + first() + last() + first() + last() + begins() + ends() + forEach() + forEach() + forEach() + forEach()

original::comparable < iterationStream< TYPE, DERIVED > >
+ compareTo() + operator==(()) + operator!=(()) + operator<() + operator>() + operator<=() + operator>=() + ~comparable()

original::baseList < TYPE, ALLOC >
+ add() + remove() + clear() + push() + pop() + pushBegin() + popBegin() + pushEnd() + popEnd()

original::iterationStream < TYPE, DERIVED >
+ compareTo() + className() + toString() # elementsString()

original::blocksList < TYPE, ALLOC >
+ Iterator
+ blocksList() + blocksList() + blocksList() + blocksList() + operator=() + blocksList() + operator=() + get() + size() + begins() and 12 more...

