

original::container < TYPE, ALLOC >	
#	allocator
+ size()	
+ empty()	
+ contains()	
+ ~container()	
#	container()
#	allocate()
#	deallocate()
#	construct()
#	destroy()

original::printable	
+ ~printable()	
+ className()	
+ toString()	
+ operator std::string()	
+ operator const char *()	
+ toCString()	
+ formatString()	
+ formatCString()	
+ formatEnum()	
+ 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::serial< TYPE, ALLOC >	
+ get()	
+ getBegin()	
+ getEnd()	
+ operator[]()	
+ operator[]()	
+ set()	
+ indexOf()	
+ contains()	
#	indexOutOfBounds()
#	parseNegIndex()

original::baseArray < TYPE, ALLOC >	

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

original::bitSet< ALLOC >	
+ bitSet()	
+ bitSet()	
+ bitSet()	
+ operator=()	
+ bitSet()	
+ operator=()	
+ count()	
+ resize()	
+ size()	
+ begins()	
and 11 more...	