

RBTREE< TYPE, const bool, allocator<couple <const TYPE, const bool> >, increaseComparator<TYPE> >

set< TYPE, allocator < couple< const TYPE, const bool > > >

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

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

original::treeSet< TYPE, Compare, ALLOC >
+ treeSet() + treeSet() + operator=() + treeSet() + operator=() + size() + contains() + add() + remove() + begins() + ends() + className() + toString() + ~treeSet()

