original::container < TYPE, allocator< TYPE > >  # allocator + size()		
+ size() + empty() + contains() + ~container() # container() # allocate() # deallocate() # construct() # destroy()		
# construct()		original::iterable < TYPE >  + ~iterable() + begin() + end() + first() + last() + operator=() + operator=() + operator=() + operator>() + operator>() + forEach() + forEach() + forEach() + forEach() + toString() + elementsString()  priginal::iterationStream TYPE, allocator < TYPE >>>  + compareTo() + operator>() + operator>() + operator>() + operator>() + operator>() + className() + toString() + elementsString()  priginal::iterationStream TYPE, allocator < TYPE >>>  + compareTo() + className() + toString() + operator>() + operator>() + chain() + operator=() + o
	+ queue() + queue() + queue() + operator=() + queue() + operator=() + push() + pop() + head()	

+ tail()+ className()