## original::container <TYPE > + size() empty() contains() ~container() original::printable original::iterable <TYPE > + ~printable() + className() ~iterable() original::serial< TYPE > + toString() begins() + operator std::string() ends() + get() operator const char \*() begin() + getBegin() toCString() end() getEnd() + formatString() begin() operator[]() + formatCString() end() operator[]() formatEnum() first() set() + formatString() last() indexOf() + formatString() first() + contains() + formatString() last() indexOutOfBound() + formatCString() forEach() parseNegIndex() formatEnum() forEach() formatString() forEach() + formatString() forEach() + formatString() original::baseList < TYPE > original::iterationStream + add() < TYPE, blocksList< TYPE > > + remove() clear() compareTo() push() className() pop() toString() + pushBegin() # elementsString() popBegin() pushEnd() popEnd() original::blocksList < TYPE > + Iterator + blocksList() + blocksList() + blocksList() + blocksList() + operator=() blocksList() + operator=() + get() + size() + begins() and 12 more...

original::comparable

< iterationStream< TYPE,

blocksList< TYPE > > >

compareTo()

operator==()

operator!=()

operator<()

operator>()

operator<=()

operator>=()

~comparable()