## original::printable + ~printable() + className() + toString() original::comparable + operator std::string() < autoPtr< TYPE, strongPtr + operator const char \*() original::refCountBase <TYPE, DELETER >, DELETER > > + toCString() # strong\_refs original::hashable < autoPtr< TYPE, strongPtr + formatString() # weak\_refs compareTo() <TYPE, DELETER >, DELETER > > + formatCString() # refCountBase() operator==() + formatEnum() # getPtr() operator!=() toHash() + + formatString() # getPtr() operator<() + equals() + formatString() releasePtr() operator>() ~hashable() # destroyPtr() + formatString() operator<=() # ~refCountBase() + formatString() operator>=() + formatString() ~comparable() + formatCString() + formatEnum() + formatString() + formatString() + formatString() #ref\_count original::autoPtr< TYPE, strongPtr< TYPE, DELETER >, DELETER > alias\_ptr strongRefs() weakRefs() exist() expired() operator bool() operator!() get() get() + operator\*() operator\*() and 11 more... # autoPtr() # addStrongRef() # addWeakRef() # removeStrongRef() # removeWeakRef() # releasePtr() # destroyRefCnt() # clean() newRefCount() original::refCntPtr < TYPE, strongPtr< TYPE, DELETER >, DELETER > operator==() + operator!=() className() + toString() ~refCntPtr() # refCntPtr() original::strongPtr < TYPE, DELETER > + strongPtr() + strongPtr() operator=() strongPtr() staticCastTo() staticCastTo() dynamicCastTo() dynamicCastTo() constCastTo() reset() operator=() className()

~strongPtr()