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()
+	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()
#	indexOutOfBound()
#	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...