## original::printable

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

## original::container

<	TYPE,	allocator< TYPE > 3
	#	allocator
	+	size()
	+	empty()
	+	contains()
	+	~container()
	#	container()
	#	allocate()
	#	deallocate()
	#	construct()
	#	destroy()

original::comparable < containerAdapter< TYPE, blocksList, allocator > >

- compareTo()
- operator==()
- operator!=()
- operator<()
- operator>()
- operator<=()
- operator>=()
- ~comparable()

## original::containerAdapter < TYPE, blocksList, allocator >

- serial
- size()
- + clear()
- contains()
- compareTo()
- className() +
- toString()
- ~containerAdapter()
- # containerAdapter()

## original::prique< TYPE, Callback, SERIAL, ALLOC >

- prique()
- prique()
- prique()
- operator=()
- prique()
- operator=()
- push()
- pop()
- top()
- className()