

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

original::serial< TYPE, ALLOC >	
+ get()	
+ getBegin()	
+ getEnd()	
+ operator[]()	
+ operator[]()	
+ set()	
+ indexOf()	
+ contains()	
# indexOutOfBounds()	
# parseNegIndex()	

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::baseList < TYPE, ALLOC >	
+ add()	
+ remove()	
+ clear()	
+ push()	
+ pop()	
+ pushBegin()	
+ popBegin()	
+ pushEnd()	
+ popEnd()	

original::iterationStream < TYPE, DERIVED >	
+ compareTo()	
+ className()	
+ toString()	
# elementsString()	

original::vector< TYPE, ALLOC >	
+ vector()	
+ vector()	
+ vector()	
+ vector()	
+ vector()	
+ operator=()	
+ vector()	
+ operator=()	
+ ~vector()	
+ size()	
and 15 more...	