~container() container() # allocate() # deallocate() # construct() destroy() original::printable original::iterable <TYPE > + ~printable() + className() original::serial< TYPE, ~iterable() original::comparable + toString() ALLOC > begin() < iterationStream< TYPE, + operator std::string() DERIVED > > end() + get() + operator const char *() begin() + getBegin() + toCString() compareTo() end() + getEnd() + formatString() operator==() first() + operator[]() + formatCString() operator!=() last() + operator[]() + formatEnum() operator<() first() + set() + formatString() operator>() last() + indexOf() + formatString() operator<=() begins() + formatString() + contains() operator>=() ends() # indexOutOfBound() + formatCString() ~comparable() forEach() # parseNegIndex() + formatEnum() forEach() + formatString() forEach() + formatString() forEach() + formatString() original::iterationStream <TYPE, DERIVED > original::baseArray < TYPE, ALLOC > compareTo() className() toString() # elementsString() original::array< TYPE, ALLOC > array() array() array() operator=() array() operator=() size() data() get() operator[]() and 6 more...

original::container
< TYPE, ALLOC >

allocator
+ size()
+ empty()
+ contains()