

original::comparable < thread >
+ compareTo() + operator==( ) + operator!=( ) + operator<( ) + operator>( ) + operator<=( ) + operator>=( ) + ~comparable()

original::hashable < thread >
+ toHash() + equals() + ~hashable()

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::threadBase < thread >
+ threadBase() + threadBase() + threadBase() + ~threadBase() + operator=( ) + operator=( ) + operator bool() + operator!() + joinable() + join() + detach() + className() + toString() # valid() # id()

original::thread
+ AUTO_JOIN + AUTO_DETACH
+ thread() + thread() + thread() + thread() + thread() + operator=( ) + thread() + thread() + operator=( ) + id() and 7 more... + thisId() + sleep()

