original::container < TYPE, allocator< TYPE > > # allocator + size() + empty() + contains() + ~container() # container() # allocate() # deallocate() # construct() # destroy()			
, , , , , , , , , , , , , , , , , , ,	original::printable + ~printable() + className() + toString() + operator std::string() + formatString() + containerAdapter< 1	+ begin() + end() + begin() + begin() + end() + first() + last() + first() + last() + begins() + ends() + forEach() + forEach() + forEach() + forEach() + forEach() + toString() # elementsString() original::iterationStream < TYPE, chain< TYPE, allocator < TYPE > > > + compareTo() + className() + toString() # elementsString() TYPE, ->	I::comparable tionStream< TYPE, < TYPE, allocator TYPE >> > compareTo() operator==() operator<() operator<=() operator>=() ~comparable()
	original::deque< TYPE, SERIAL, ALLOC > + deque() + deque() + operator=() + deque() + operator=() + pushBegin() + pushEnd() + popBegin()		

+ popEnd()+ head()

+ className()

+ tail()