

hashTable< TYPE, const bool, allocator<couple <const TYPE, const bool> >, hash<TYPE> >

set< TYPE, allocator <couple<const TYPE, const bool>> >

original::iterable < const TYPE >
+ forEach() + forEach() + ~iterable() + begin() + begin() + end() + end() + first() + first() + last() and 7 more...

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

original::hashSet< TYPE, HASH, ALLOC >
+ hashSet() + hashSet() + operator=() + hashSet() + operator=() + size() + contains() + add() + remove() + begins() + ends() + className() + toString() + ~hashSet()

