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