alpha::vector< T >

- int size_v
- T * elem
- int space

+ vector()
+ vector(int s)
+ vector(const vector &other)
+ vector & operator= (const vector &other)
+ vector(vector &&other) noexcept
+ vector & operator= (vector &&other) noexcept
+ ~vector()
+ T & operator[](int n)
+ const T & operator [](int n) const
+ int size() const
and 10 more...

< Shape * >   < int >   < QTreeWidgetItem * >   < UserAccount * >

alpha::vector< Shape * >

- int size_v
- Shape ** elem
- int space

+ vector()
+ vector(int s)
+ vector(const vector &other)
+ vector(vector &&other) noexcept
+ vector & operator= (const vector &other)
+ vector & operator= (vector &&other) noexcept
+ ~vector()
+ Shape *& operator[] (int n)
+ const Shape *& operator [](int n) const
+ int size() const
and 10 more...

alpha::vector< int >

- int size_v
- int * elem
- int space

+ vector()
+ vector(int s)
+ vector(const vector &other)
+ vector(vector &&other) noexcept
+ vector & operator= (const vector &other)
+ vector & operator= (vector &&other) noexcept
+ ~vector()
+ int & operator[](int n)
+ const int & operator [](int n) const
+ int size() const
and 10 more...

alpha::vector< QTreeWidget Item * >

- int size_v
- QTreeWidgetItem ** elem
- int space

+ vector()
+ vector(int s)
+ vector(const vector &other)
+ vector(vector &&other) noexcept
+ vector & operator= (const vector &other)
+ vector & operator= (vector &&other) noexcept
+ ~vector()
+ QTreeWidgetItem *& operator[](int n)
+ const QTreeWidgetItem *& operator[](int n) const
+ int size() const
and 10 more...

alpha::vector< UserAccount * >

- int size_v
- UserAccount ** elem
- int space

+ vector()
+ vector(int s)
+ vector(const vector &other)
+ vector(vector &&other) noexcept
+ vector & operator= (const vector &other)
+ vector & operator= (vector &&other) noexcept
+ ~vector()
+ UserAccount *& operator [](int n)
+ const UserAccount *& operator[](int n) const
+ int size() const
and 10 more...