SimpleWriter

* Writer: header
* StringBuffer: header
* S: string
* InputKey(Writer)
* DisplayText(s)

StringBuffer

* C : char
* size\_t : count
* Encoding : Typename
* Allocator : Typename
* Put(c)
* PutUnsafe(c)
* Flush()
* Clear()
* ShrinkToFit()
* Reserve(count)
* Pop(count)
* GetString()
* GetLength()
* GenericStringBuffer( GenericStringBuffer&)
* PutReserve()
* PutUnsafe()
* PutN()

writer

* SourceEncoding : TypeName
* OutputStream
* Length : SizeType
* Str : Ch\*
* Copy : bool
* memberCount : ST
* elementCount : ST
* json : Ch\*
* Type : Type
* Ret : bool
* Reset(OutputStream)
* IsComplete()
* GetMaxDecimalPlaces()
* Null()
* Bool(bool b)
* Int(int i)
* Uint(unsigned u)
* Int64(int64\_t i64)
* Uint64(uint64\_t u64)
* Double(double d)
* RawNumber(str, length, copy)
* String(str, length, copy)
* StartObject()
* Key(str, length, copy)
* EndObject(memberCount)
* StartArray()
* EndArray(elementCount)
* RawValue(json, length, type)
* Flush()
* WriteNull()
* WriteBool(bool b)
* WriteInt(int i)
* WriteUint(unsigned u)
* WriteInt64(int64\_t i64)
* WriteUint64(uint64\_t u64)
* WriteDouble(double d)
* WriteString(str, length)
* ScanWriteUnescapedString(GenericStringStream<SourceEncoding>& is, length)
* WriteStartObject()
* WriteEndObject()
* WriteStartArray()
* WriteEndArray()
* WriteRawValue(json, length)
* Prefix(type)
* EndValue(ret)