## detail::buffer< T > + buffer() + operator=() + ~buffer() + begin() + end() + begin() + end() + size() + capacity() + data() and 8 more... # buffer() # buffer() # set() # grow() basic memory buffer < T, SIZE, Allocator > + basic memory buffer() + ~basic\_memory\_buffer() + basic memory buffer() + operator=() + get allocator() # grow() < uint32 t, bigits < char > < wchar t > < Char > capacity > basic memory buffer basic memory buffer basic memory buffer < uint 32 t, bigits capacity >< wchar t > < Char > + basic memory buffer() + ~basic memory buffer() + ~basic memory buffer() + ~basic\_memory\_buffer() + operator=() + operator=() + operator=() + get allocator() + get allocator() + get allocator() # grow() # grow() # grow()

basic memory buffer

< char >

+ basic memory buffer()

+ basic memory buffer()

+ operator=()

# grow()

+ get allocator()

+ ~basic\_memory\_buffer()