```
+ begin()
                             + end()
                             + size()
                             + capacity()
                             + data()
                                and 8 more...
                             # buffer()
                             # buffer()
                             # set()
                             # grow()
detail::buffer< T >
   buffer()
+ operator=()
+ ~buffer()
                           basic_memory_buffer
< T, SIZE, Allocator >
+ begin()
+ end()
+ begin()
                        + basic memory buffer()
                        + ~basic_memory_buffer()
+ end()
                        + basic_memory_buffer()
+ size()
                        + operator=()
+
  capacity()
                        + get_allocator()
+ data()
                        # grow()
   and 8 more...
# buffer()
# buffer()
# set()
# grow()
                          < char >
       basic_memory_buffer
             < char >
    + basic_memory_buffer()
    + basic_memory_buffer()
    + ~basic_memory_buffer()
    + operator=()
    + get_allocator()
    # grow()
                   +format_buffer
     fmt::formatter_template
< ComplexType >
      + formatter_template()
      + parse()
      + format()
```

detail::buffer< T >

+ buffer()
+ operator=()
+ ~buffer()
+ begin()
+ end()