```
Array<T>

    maxSize

  - curSize
  - data
  + at()
  + operator[]()
  + size()
  + reserve()
  + Array()
  + Array()
  + ~Array()
          < uint32 t >
Array < uint32 t >

    maxSize

- curSize
- data
+ at()
+ operator[]()
+ size()
+ reserve()
+ Array()
+ Array()
```

+ ~Array()