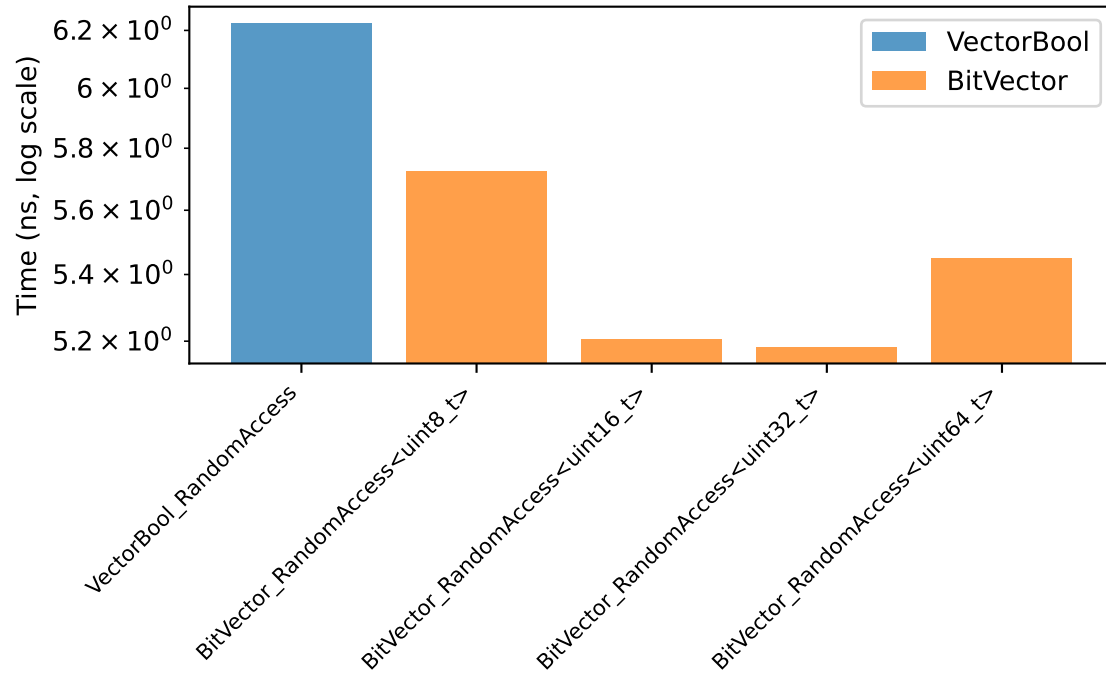
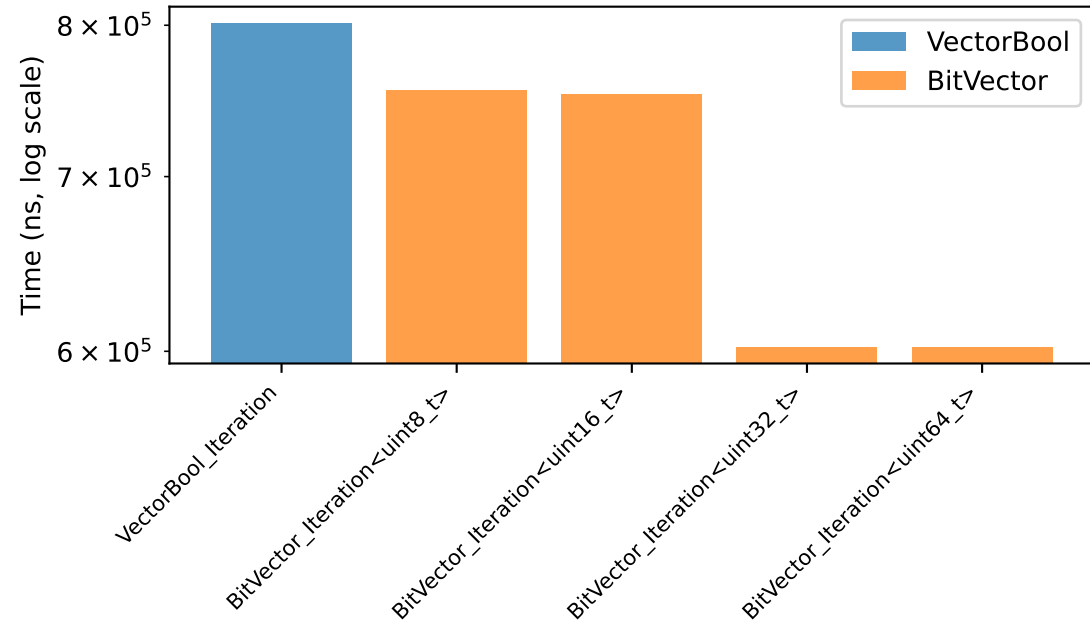


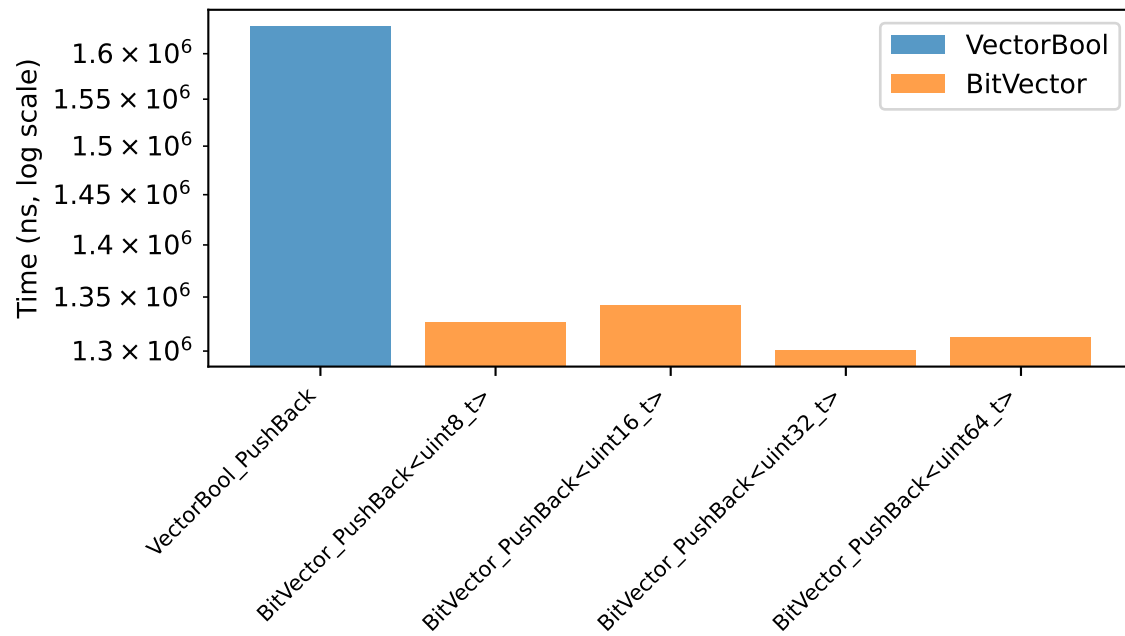
RandomAccess



Iteration



PushBack



Reserve_PushBack

