```
IteratorBase< T >
+ IteratorBase()
+ ~IteratorBase()
+ operator==()
+ operator*()
+ operator*()
+ operator->()
+ operator->()
+ operator++()
+ operator--()
+ clone()
# equal()
PoolIterator< T >
+ PoolIterator()
+ operator*()
+ operator*()
+ operator->()
+ operator->()
+ operator++()
+ operator--()
+ clone()
+ equal()
```