

client

library

```
class my_class_t {  
    /* ... */  
};  
  
void draw(const my_class_t&, ostream& out, size_t position)  
{ out << string(position, ' ') << "my_class_t" << endl; }  
  
int main()  
{  
    document_t document;  
  
    document.emplace_back(my_class_t());  
    document.emplace_back(string("Hello World!"));  
    document.emplace_back(document);  
  
    draw(document, cout, 0);  
}
```

cout

```
<document>  
  my_class_t  
  Hello World!  
<document>  
  my_class_t  
  Hello World!  
</document>  
</document>
```