```
el::base::threading
            ::ThreadSafe
         + acquireLock()
         + releaseLock()
         + lock()
         # ThreadSafe()
         # ~ThreadSafe()
el::base::utils::Abstract
Registry< base::HitCounter,
std::vector< base::HitCounter * > >
+ AbstractRegistry()
+ AbstractRegistry()
+ operator==()
+ operator!=()
+ operator=()
+ ~AbstractRegistry()
+ begin()
+ end()
+ cbegin()
+ cend()
+ empty()
+ size()
+ list()
+ list()
+ unregisterAll()
# deepCopy()
# reinitDeepCopy()
  el::base::utils::Registry
  WithPred< base::HitCounter,
   base::HitCounter::Predicate >
  + RegistryWithPred()
  + RegistryWithPred()
  + ~RegistryWithPred()
  + operator=()
  # unregisterAll()
  # unregister()
  # registerNew()
  # get()
  el::base::RegisteredHitCounters
  + validateEveryN()
  + validateAfterN()
  + validateNTimes()
  + getCounter()
```