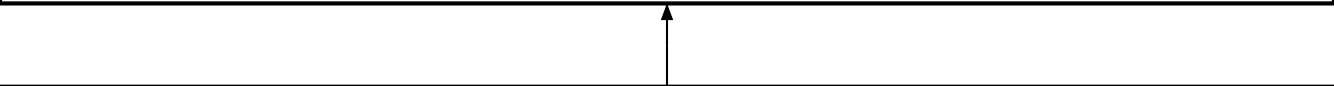


Catch::Matchers::MatcherBase< std::vector< T, AllocMatch > >



Catch::Matchers::EqualsMatcher< T, AllocComp, AllocMatch >