```
internal::Stack< StackAllocator >
+ Stack()
+ ~Stack()
                                          size t
+ Swap()
+ Clear()
+ ShrinkToFit()
+ Reserve()
+ Push()
+ PushUnsafe()
+ Pop()
+ Top()
and 10 more...
                     #level stack
                                           #kDefaultLevelDepth
             Writer< OutputStream,
              SourceEncoding, TargetEncoding,
                 StackAllocator, writeFlags >

    + kDefaultMaxDecimalPlaces

             # os
             # maxDecimalPlaces_
             # hasRoot
             + Writer()
             + Writer()
             + Reset()
             + IsComplete()
             + GetMaxDecimalPlaces()
             + SetMaxDecimalPlaces()
             + RawValue()
             + Null()
             + Bool()
             + Int()
             + Uint()
             + Int64()
             + Uint64()
             + Double()
             + RawNumber()
             + String()
             + StartObject()
             + Key()
             + EndÖbject()
             + StartArray()
             + EndArray()
             + String()
             + Key()
             # WriteNull()
             # WriteBool()
             # WriteInt()
             # WriteUint()
             # WriteInt64()
             # WriteUint64()
             # WriteDouble()
             # WriteString()
             # ScanWriteUnescapedString()
             # WriteStartObject()
             and 10 more...
               Null()
             * Bool()
             * Int()
               Uint()
             * Int64()
             * Uint64()
             * Double()
               RawNumber()
               String()
             * StartObject()
             * Key()
* EndObject()
               StartArray()
             * EndArray()
               String()
               Key()
```