```
cl::detail::Wrapper
       < cl_mem >
   # object
   + Wrapper()
    + Wrapper()
    + Wrapper()
    + Wrapper()
    + ~Wrapper()
    + operator=()
   + operator=()
   + operator=()
   + operator()()
   + operator()()
   + get()
   + get()
   # retain()
   # release()
       cl::Memory
+ Memory()
+ Memory()
+ operator=()
+ Memory()
+ operator=()
+ Memory()
+ operator=()
+ getInfo()
+ getInfo()
+ setDestructorCallback()
        cl::Image
    + getImageInfo()
    + getImageInfo()
    # Image()
    # Image()
    # operator=()
    # Image()
    # operator=()
    # Image()
    # operator=()
      cl::ImageGL
      + ImageGL()
      + ImageGL()
      + ImageGL()
      + operator=()
      + ImageGL()
      + operator=()
        ImageGL()
      + operator=()
```