```
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()
             Δ
         cl::Buffer
   + Buffer()
   + Buffer()
   + Buffer()
   + Buffer()
   + Buffer()
+ Buffer()
   + Buffer()
   + operator=()
   + Buffer()
   + operator=()
   + Buffer()
   + operator=()
   + createSubBuffer()
             Δ
       cl::BufferGL
     + BufferGL()
     + BufferGL()
     + BufferGL()
      operator=()
     + BufferGL()
     + operator=()
+ BufferGL()
     + operator=()
      getObjectInfo()
```