```
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::Buffer
   + Buffer()
   + operator=()
   + Buffer()
   + operator=()
   + Buffer()
   + operator=()
   + createSubBuffer()
```