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