T: typename Atomic Atomic() Atomic(T) Get() :T {query} operator--() :T& operator--(I32) :T **IRunnable** operator-=(T&) :T operator!=(Atomic&) :bool {query} + ~IRunnable() operator!=(T&) :bool {query} Run() :132 operator++() :T& operator++(I32) :T operator+=(T&) :T operator=(Atomic&) :Atomic& operator=(T&) :Atomic& operator==(Atomic&) :bool {query} operator==(T&) :bool {query} + Set(T&) :T {query}

ThreadPoolWorker

- + AssignItem(IRunnable*) :void
- + SetSubscriber(IThreadPoolWorkerSubscriber*) :void
- + ThreadPoolWorker()
- + ~ThreadPoolWorker()

Lock

- + Lock(Mutex&)
- + ~Lock()

Atomic<U32>

- + Atomic()
- + Atomic(U32)
- + Get() :U32 {query}
- + operator--() :U32
- + operator--(I32) :U32
- + operator-=(U32) :U32
- + operator!=(Atomic&) :bool {query}
- + operator!=(U32) :bool {query}
- + operator++() :U32
- + operator++(int) :U32
- + operator+=(U32) :U32
- + operator=(Atomic&) :Atomic&
- + operator=(U32) :Atomic&
- operator==(Atomic&) :bool {query}
- + operator==(U32) :bool {query}
- + Set(U32) :void

Atomic<U64>

- + Atomic()
- + Atomic(U64)
- + Get() :U64 {query}
- + operator--() :U64
- + operator--(I32) :U64
- operator=(U64) :U64
- + operator!=(Atomic&) :bool {query}
- operator!=(U64) :bool {query}
- + operator++() :U64
- + operator++(int) :U64
- + operator+=(U64) :U64
- + operator=(Atomic&) :Atomic&
- + operator=(U64) :Atomic&
- + operator==(Atomic&) :bool {query}
- + operator==(U64) :bool {query}
- + Set(U64) :void

IThreadPoolWorkerSubscriber

- + ~IThreadPoolWorkerSubscriber()
- + OnItemCompletion(IRunnable*, ThreadPoolWorker*) :void