## **ISerializer**

- BeginTag(StringBuffer&) :void
- EndTag() :void
- ~ISerializer()
- operator<<(bool) :ISerializer&
- operator<<(I8) :ISerializer&
- operator<<(U8) :ISerializer&
- operator<<(I16) :ISerializer&
- operator<<(U16) :ISerializer&
- operator<<(I32) :ISerializer&
- operator<<(U32) :ISerializer& operator<<(164) :ISerializer&
- operator<<(U64) :ISerializer&
- operator<<(F32) :ISerializer&
- operator<<(D64) :ISerializer&
- operator<<(StringBuffer&) :ISerializer&
- operator<<(String&) :ISerializer&
- operator<<(char\*) :ISerializer&
- operator>>(bool&) :void
- operator>>(18&) :void
- operator>>(U8&) :void
- operator>>(I16&) :void
- operator>>(U16&) :void
- operator>>(132&) :void
- operator>>(U32&) :void
- operator>>(164&) :void operator>>(U64&) :void
- operator>>(F32&) :void
- operator>>(D64&) :void
- operator>>(StringBuffer&) :void operator>>(String&) :void

## **ByteSerializer**

- BeginTag(StringBuffer&):void
- ByteSerializer()
- Clear() :void
- EndTag():void
- GetLength() :size\_t {query}
- GetPtr() :Byte\* {query}
- GetSize() :size\_t {query}
- Ignore(U32) :void operator<<(bool) :ISerializer&
- operator<<(I8) :ISerializer&
- operator<<(U8) :ISerializer&
- operator<<(I16) :ISerializer&
- operator<<(U16) :ISerializer& operator<<(I32) :ISerializer&
- operator<<(U32) :ISerializer&
- operator<<(I64) :ISerializer&
- operator<<(U64) :ISerializer&
- operator<<(F32) :ISerializer&
- operator<<(D64) :ISerializer&
- operator<<(StringBuffer&) :ISerializer&
- operator<<(String&) :ISerializer&
- operator<<(char\*) :ISerializer&
- operator>>(bool&) :void
- operator>>(I8&) :void operator>>(U8&) :void
- operator>>(I16&) :void
- operator>>(U16&) :void
- operator>>(I32&) :void
- operator>>(U32&) :void
- operator>>(I64&) :void
- operator>>(U64&) :void operator>>(F32&) :void
- operator>>(D64&) :void
- operator>>(StringBuffer&) :void
- operator>>(String&) :void
- SetBegin():void

## StringSerializer

- BeginTag(StringBuffer&):void
- Clear() :void
- EndTag():void
- GetLength() :size\_t {query}
- GetPtr() :char\* {query}
- GetSize() :size\_t {query}
- Ignore(U32) :void
- operator<<(bool) :ISerializer&
- operator<<(I8) :ISerializer&
- operator<<(U8) :ISerializer&
- operator<<(I16) :ISerializer&
- operator<<(U16) :ISerializer&
- operator<<(I32) :ISerializer&
- operator<<(U32) :ISerializer&
- operator<<(I64) :ISerializer&
- operator<<(U64) :ISerializer&
- operator<<(F32) :ISerializer&
- operator<<(D64) :ISerializer&
- operator<<(StringBuffer&) :ISerializer&
- operator<<(String&) :ISerializer&
- operator<<(char\*) :ISerializer&
- operator>>(bool&) :void
- operator>>(I8&) :void operator>>(U8&) :void
- operator>>(I16&) :void
- operator>>(U16&) :void
- operator>>(I32&) :void
- operator>>(U32&) :void
- operator>>(I64&) :void
- operator>>(U64&) :void
- operator>>(F32&) :void
- operator>>(D64&) :void
- operator>>(StringBuffer&) :void
- operator>>(String&) :void
- SetBegin() :void
- StringSerializer()

## Memory::ProxyAllocated Impl

- BeginTag(StringBuffer&):void
- Clear() :void
- EndTag():void
- ()lqml
- operator<<(bool) :ISerializer&
- operator<<(I8) :ISerializer&
- operator<<(U8) :ISerializer&
- operator<<(I16) :ISerializer&
- operator<<(U16) :ISerializer& operator<<(I32) :ISerializer&
- operator<<(U32) :ISerializer&
- operator<<(I64) :ISerializer&
- operator<<(U64) :ISerializer&
- operator<<(F32) :ISerializer&
- operator<<(D64) :ISerializer&
- operator<<(StringBuffer&) :ISerializer& operator<<(String&) :ISerializer&
- operator<<(char\*) :ISerializer&
- operator>>(bool&) :void
- operator>>(I8&) :void
- operator>>(U8&) :void
- operator>>(I16&) :void
- operator>>(U16&) :void
- operator>>(I32&) :void operator>>(U32&) :void
- operator>>(I64&) :void
- operator>>(U64&) :void
- operator>>(F32&) :void
- operator>>(D64&) :void operator>>(StringBuffer&) :void
- operator>>(String&) :void
  - Save(StringBuffer&) :void