```
Puppy::PrimitiveHandle
+ PrimitiveHandle()
+ PrimitiveHandle()
+ PrimitiveHandle()
+ ~PrimitiveHandle()
+ operator=()
+ operator=()
+ operator*()
+ operator*()
+ operator->()
+ operator->()
and 7 more...
            +mPrimitive
     Puppy::Node
   + mSubTreeSize
   + parameter
   + Node()
```