

detail::output_adapter
_protocol< CharType >

+ write_character()
+ write_characters()
+ ~output_adapter_protocol()
+ output_adapter_protocol()
+ output_adapter_protocol()
+ output_adapter_protocol()
+ operator=()
+ operator=()



detail::output_vector
_adapter< CharType, Allocator
Type >

+ output_vector_adapter()
+ write_character()
+ write_characters()