```
hryky::reduction::Base
# hryky assign op
+ dispatch()
+ name()
+ swap()
+ write to()
# Base()
# Base()
# Base()
# Base()
# Base()
# clear()
# delete self()
# ~Base()
 hryky::reduction::Int
 + hryky_assign_op
 + clear()
 + Int()
 + Int()
 + Int()
 + Int()
 + swap()
 + value()
```

+ ~Int()