```
hryky::reduction::Base
 # hryky_assign_op
 + dispatch()
 + name()
 + swap()
 + write to()
 # Base()
 # Base()
 # Base()
 # Base()
 # Base()
 # clear()
 # delete self()
 # ~Base()
hryky::reduction::Address
```

```
+ hryky_assign_op
+ Address()
+ Address()
+ Address()
+ Address()
+ clear()
+ swap()
+ value()
+ ~Address()
```