```
hryky::reduction::Base
# hryky assign op
+ dispatch()
+ name()
+ swap()
+ write to()
# Base()
# Base()
# Base()
# Base()
# Base()
# clear()
# delete self()
# ~Base()
hryky::reduction::Map
+ hryky assign op
+ append()
+ append()
+ append()
+ append()
+ children()
+ clear()
+ Map()
+ Map()
+ Map()
+ Map()
+ swap()
+ ~Map()
```