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

+ ~Char()