

`detail::output_adapter`  
`_protocol< CharType >`

- + `write_character()`
- + `write_characters()`
- + `~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()`