This is a class inheritance/collaboration diagram showing the template class `refcount< T >` and its various template instantiations.

	Template instantiation
< library_manager >	refcount< library_manager >
< AllocationInformation >	refcount< AllocationInformation >
< SimulationTool >	refcount< SimulationTool >
< StateTransitionGraphManager >	refcount< StateTransitionGraphManager >
< BackendFlow >	refcount< BackendFlow >
< structural_type_descriptor >	refcount< structural_type_descriptor >
< CallSitesInfo >	refcount< CallSitesInfo >
< area_model >	refcount< area_model >
< conn_binding >	refcount< conn_binding >
< tree_node >	refcount< tree_node >
< SimulationInformation >	refcount< SimulationInformation >
< Loop >	refcount< Loop >
< priority_data< Type > >	refcount< priority_data< Type > >
< generic_obj >	refcount< generic_obj >
< hls >	refcount< hls >
< liveness >	refcount< liveness >
< Schedule >	refcount< Schedule >
< ToolManager >	refcount< ToolManager >
< ChainingInformation >	refcount< ChainingInformation >
< const BBGraph >	refcount< const BBGraph >
< DesignParameters >	refcount< DesignParameters >
< HLS_target >	refcount< HLS_target >
< HWDiscrepancyInfo >	refcount< HWDiscrepancyInfo >
< const tree_manager >	refcount< const tree_manager >
< structural_object >	refcount< structural_object >
< const OpGraph >	refcount< const OpGraph >
< tree_manager >	refcount< tree_manager >
< const FunctionBehavior >	refcount< const FunctionBehavior >
< technology_manager >	refcount< technology_manager >
< const AllocationInformation >	refcount< const AllocationInformation >
< const tree_manipulation >	refcount< const tree_manipulation >
< AsnType >	refcount< AsnType >
< SynthesisTool >	refcount< SynthesisTool >
< technology_node >	refcount< technology_node >
< NP_functionality >	refcount< NP_functionality >
< priority_data< int > >	refcount< priority_data< int > >
< BBGraph >	refcount< BBGraph >
< const var_pp_functor >	refcount< const var_pp_functor >
< EdgeInfo >	refcount< EdgeInfo >
< const BehavioralHelper >	refcount< const BehavioralHelper >
< target_technology >	refcount< target_technology >
< StorageValueInformation >	refcount< StorageValueInformation >
< tree_manipulation >	refcount< tree_manipulation >
< IndentedOutputStream >	refcount< IndentedOutputStream >
< target_device >	refcount< target_device >
< time_model >	refcount< time_model >
< reg_binding >	refcount< reg_binding >
< fu_binding >	refcount< fu_binding >
< PointToSolution >	refcount< PointToSolution >
< memory >	refcount< memory >
functions >	refcount< functions >
< structural_manager >	refcount< structural_manager >

refcount< T >