```
NonCopyable
     + NonCopyable()
     + NonCopyable()
     + operator=()
        JobSystem
 + ~JobSystem()
 + GetMaxConcurrency()
 + Createlob()
 + CreateBarrier()
 + DestroyBarrier()
 + WaitForJobs()
 # QueueJob()
 # Queuelobs()
 # Freelob()
  JobSystemWithBarrier
+ JobSystemWithBarrier()
+ JobSystemWithBarrier()
+ ~JobSystemWithBarrier()
+ Init()
+ CreateBarrier()
+ DestroyBarrier()
+ WaitForJobs()
  JobSystemThreadPool
+ JobSystemThreadPool()
+ JobSystemThreadPool()
+ ~JobSystemThreadPool()
+ Init()
+ GetMaxConcurrency()
+ CreateJob()
+ SetNumThreads()
# QueueJob()
# QueueJobs()
# FreeJob()
```