```
Ref< Job >
    + Ref()
    + Ref()
    + Ref()
    + Ref()
    + ~Ref()
    + operator=()
    + operator=()
    + operator=()
    + operator Job *()
    + operator->()
       and 7 more...
  JobSystem::JobHandle
+ JobHandle()
+ JobHandle()
+ JobHandle()
+ JobHandle()
+ operator=()
+ operator=()
+ IsValid()
+ IsDone()
+ AddDependency()
+ RemoveDependency()
```

+ sRemoveDependencies()+ sRemoveDependencies()