## ContainerInterface < T > + ~ContainerInterface() + createlterator() + push\_back() + reserve() + empty() + size() + clear() + show() + validate() # ContainerInterface() Δ Container<T> # collection # collection + Container() + ~Container() + createIterator() + push\_back() ContainerInterface < Con > + reserve() + empty() + size() + clear() + ~ContainerInterface() + show() + createlterator() + validate() + push\_back() + Container() + reserve() + Container() + empty() + begin() + size() + end() + clear() + load() + show() + store() + validate() + size() # ContainerInterface() + push\_back() + append() + show() + validate() + reserve() + resize() + empty() + clear() + operator[]() Con > Container< Con > # collection # collection + Container() + Container() + Container() + ~Container() + createIterator() + push\_back() + push\_back() + reserve() + reserve() + empty() + empty() + size() + size() + clear() + clear() + show() + show() + validate() + validate() + begin() + end() + load() + store() + append() + resize() + operator[]() ConContainer + ConContainer() + ConContainer() + numOfCons() + getId() + setWeight() + setWeight() + setFrom() + erase() + select() + validate()