```
Container<T>
 # collection
 + Container()
 + Container()
 + buildAndAppend()
 + push_back()
 + erase()
 + begin()
  end()
  reserve()
   resize()
  empty()
  size()
 + clear()
  insert()
   show()
 + validate()
 + Container()
  Container()
 + begin()
 + end()
 + load()
   store()
  size()
 + push_back()
  append()
show()
   validate()
   reserve()
  resize()
 + empty()
 + clear()
 + operator[]()
            < MLPlayer :
Container< MLPlayer >
# collection
+ Container()
+ Container()
+ Container
  Container()
+ buildAndAppend()
+ push_back()
+ push_back()
 erase()
begin()
  begin()
 end()
end()
+ reserve()
 reserve()
 resize()
+ resize()
+ empty()
+ empty()
+ size()
+ size()
 clear()
+ clear()
+ insert()
+ show()
+ show()
+ validate()
+ validate()
 load()
+ store()
+ append()
+ operator[]()
           Δ
  MLPlayerContainer
```