```
Container<T>
  # collection
  + ~Container()
  + createIterator()
  + push back()
  + reserve()
  + empty()
  + size()
  + clear()
  + show()
  + validate()
  + Container()
  + Container()
  + begin()
  + end()
   + load()
  + store()
  + size()
  + push_back()
  + append()
  + show()
    validate()
  + reserve()
  + resize()
  + empty()
  + clear()
    operator[]()
  +
  # Container()
            MLPlayer >
Container< MLPlayer >
# collection
+ ~Container()
+ createlterator()
+ push_back()
+ push_back()
+ reserve()
+ reserve()
+ empty()
+ empty()
+ size()
+ size()
+ clear()
+ clear()
+ show()
+ show()
+ validate()
validate()
+ Container()
+ Container()
+ begin()
+ end()
+ load()
+ store()
+ append()
+ resize()
 operator[]()
# Container()
 MLPlayerContainer
```