```
size t
               -initialCapacity
internal::Stack< Allocator >
- allocator
- ownAllocator
- stack
- stackTop
- stackEnd
+ Stack()
+ ~Stack()
+ Swap()
+ Clear()
+ ShrinkToFit()
+ Reserve()
+ Push()
+ PushÜnsafe()
+ Pop()
+ Top()
and 10 more...
Expand()
- Resize()
- Destroy()
- Stack()
- operator=()
```