```
wjr::optional detail
 ::optional storage base
     < T, Destructor >
 m has val
+ m val
+ @22
+ optional storage base()
+ operator=()
+ operator=()
+ optional storage base()
+ ~optional storage base()
+ has value()
+ set valid()
+ set invalid()
   wjr::optional detail
   ::optional operations
         base< T >
  + set valid()
  + set invalid()
  + construct value()
  + construct error()
       copy construct()
      move construct()
      copy assign()
```

move assign()