```
wjr::btree_const_iterator
       < Traits >
+ btree const iterator()
+ btree const iterator()
+ btree const iterator()
+ operator=()
+ operator=()
+ ~btree const iterator()
+ operator*()
+ operator->()
+ operator++()
+ operator++()
  0 0 6 0 0 0 0 ...
# btree const iterator()
# btree const iterator()
   wjr::btree iterator
       < Traits >
   + btree iterator()
   + operator*()
   + operator->()
   + operator++()
   + operator++()
   + operator--()
   + operator--()
   + operator==()
   + operator!=()
   # btree iterator()
```

btree iterator()