

tree< T, tree_node_allocator >::fixed_depth_iterator

+ first_parent_

+ fixed_depth_iterator()

+ fixed_depth_iterator()

+ fixed_depth_iterator()

+ fixed_depth_iterator()

+ fixed_depth_iterator()

+ operator!==(())

+ operator++()

+ operator++()

+ operator+=()

+ operator--()

+ operator--()

+ operator-=()

+ operator==(())

- find_leftmost_parent_()

- set_first_parent_()