

```
tree< T, tree_node_allocator >::iterator_base
```

```
+ node
```

```
# skip_current_children_
```

```
+ iterator_base()
```

```
+ iterator_base()
```

```
+ begin()
```

```
+ end()
```

```
+ number_of_children()
```

```
+ operator*()
```

```
+ operator->()
```

```
+ skip_children()
```

```
+ skip_children()
```