```
hex num::Container
    + get len()
    + set len()
    + set_zeros()
+ set_minus()
    + unset_minus()
    + get sign()
    + get()
    + weak_get()
    + set()
    + force_set()
    + get_new()
    + get copy()
    + ~Container()
    + int to_char()
    + char to int()
               #arr
    hex num::Hex num
 + operator=()
 + to_additional_code()
 + reverse_code()
 + from add to rev code()
 + move left()
 + move right()
 + evenness()
 + input()
 + output()
 + print container()
 + ~Hex num()
 + sum_of_additonals()
 + equal()
 + sum()
 + dif()
 # Hex num()
 # Hex_num()
 # Hex_num()
 # Hex_num()
 # str_to_arr()
 # check for minus zero()
hex_num_dynamic::Hex_num
+ Hex num()
+ Hex num()
+ Hex num()
+ Hex num()
+ ~Hex num()
```