```
hex num::Container
    + get len()
    + set_len()
    + set_zeros()
+ set_minus()
    + unset_minus()
+ get_sign()
+ get_val()
+ get_digit()
    + set_digit()
    + set_val()
+ get_new()
+ get_copy()
    + ~Container()
     + int to_char()
     + char_to_int()
                   #cont
    hex num::Hex num
+ operator=()
+ 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()
# Hex_num()
# Hex_num()
# str_to_arr()
# check_for_minus_zero()
                 Δ
   static_hex::Hex_num
    + Hex num()
    + Hex_num()
    + Hex_num()
+ Hex_num()
    + Hex
    +
         -Hex num()
                  Δ
    overl
             stat_hex_num
           ::Hex_num
    + Hex_num()
+ Hex_num()
+ Hex_num()
+ Hex_num()
+ ~Hex_num()
     + operator<<()
     + operator>>()
```