```
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()
 # str_to_arr()
 # check_for_minus_zero()
hex num dynamic::Hex num
+ Hex num()
+ Hex_num()
+ Hex_num()
+ Hex num()
+ ~Hex num()
```