```
hex num::Hex num
 # arr
 + operator=()
 + to additional code()
 + reverse code()
 + from add to rev code()
 + move_left()
 + move right()
 + evenness()
 + input()
 + output()
 + print container()
 + ~Hex num()
 + sum of additionals()
 + 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()
   overl dyn hex num::
         Hex num
   + Hex num()
   + Hex num()
   + Hex num()
   + Hex num()
   + ~Hex num()
   + operator==()
   + operator<<()
    + operator>>()
```