```
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=()
 + reverse_code()
+ from add:
 + 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()
               Δ
    overl_dyn_hex
                     num::
           Hex num
    + Hex_num()
    + Hex_num()
+ Hex_num()
+ Hex_num()
+ ~Hex_num()
    + operator==()
     + operator<<()
     + operator>>()
```