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_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()

**overl_dyn_hex_num::
Hex_num**

+ Hex_num()
+ Hex_num()
+ Hex_num()
+ Hex_num()
+ ~Hex_num()
+ operator==()
+ operator<<()
+ operator>>()