```
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()
                   Δ
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>>()
```