```
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 additionals()
+ equal()
+ sum()
+ dif()
# Hex num()
# str to arr()
# check for minus zero()
```