```
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()
  static hex::Hex num
  + Hex_num()
  + Hex num()
  + Hex_num()
  + Hex num()
  + ~Hex num()
  overl_stat_hex_num
       ::Hex num
   + Hex num()
   + Hex_num()
   + Hex num()
   + Hex num()
   + ~Hex num()
   + operator==()
   + operator<<()
   + operator>>()
```