```
hex num::Hex num
 # cont
 + 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()
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>>()
```