```
hex num::Container
   + get len()
   + set len()
   + set_zeros()
+ set_minus()
   + unset_minus()
   + get sign()
   + get()
   + weak_get()
   + set()
   + force set()
   + get_new()
   + get_copy()
   + ~Container()
   + int_to_char()
   + char to int()
              #arr
   hex_num::Hex_num
+ 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()
  static hex::Hex num
  + Hex num()
  + Hex num()
  + Hex_num()
  + Hex num()
   + ~Hex num()
```