```
original::baseCloneable
                               < cloneable >
                           + clone()
                           + ~baseCloneable()
                           # baseCloneable()
  original::printable
+ ~printable()
+ className()
+ toString()
+ operator std::string()
+ toCString()
                            original::cloneable
+ formatString()
+ formatCString()
                             + ~cloneable()
+ formatEnum()
                             # cloneable()
+ formatString()
+ formatString()
+ formatString()
+ formatCString()
+ formatEnum()
+ formatString()
+ formatString()
                original::iterator
                   < TYPE >
                + operator*()
                + operator*()
                + operator++()
                + operator++()
                + operator--()
                + operator--()
                + operator==()
                + operator!=()
                + clone()
                + operator bool()
                  and 20 more...
                # equalPtr()
              original::baseIterator
                   < TYPE >
               + clone()
                 ~baseIterator()
              original::stepIterator
               #
                   _ptr
               +
                  stepIterator()
               + operator=()
               + clone()
                  hasNext()
               +
               + hasPrev()
               + atPrev()
               + atNext()
               + next()
               + prev()
               + getNext()
                  and 6 more...
               # stepIterator()
               # equalPtr()
            original::doubleDirection
                Iterator< TYPE >
           + doubleDirectionIterator()
           + operator=()
           + clone()
           + hasPrev()
           + prev()
           # doubleDirectionIterator()
             original::chain< TYPE
                   >::Iterator
                   chain
                 Iterator()
               +
                   operator=()
               +
                   clone()
               +
               +
                  atPrev()
                   atNext()
               +
```

+

className()