```
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::randomAccessIterator
          #
              _ptr
            _container
          #
             _pos
          #
          + randomAccessIterator()
             operator=()
          +
             clone()
          + hasNext()
            hasPrev()
          +
          + atPrev()
          + atNext()
            next()
          +
          + prev()
            operator+=()
             and 8 more...
            randomAccessIterator()
          #
          # equalPtr()
```