original::baseCloneable
< cloneable >

+ clone()
+ ~baseCloneable()
# baseCloneable()

original::printable

+ ~printable()
+ className()
+ toString()
+ operator std::string()
+ toCString()
+ formatString()
+ formatCString()
+ formatEnum()
+ formatString()
+ formatString()
+ formatString()
+ formatCString()
+ formatEnum()
+ formatString()
+ formatString()

original::cloneable

+ ~cloneable()
# cloneable()

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
< TYPE >

_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()