```
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()
original::array< TYPE
                            original::vector< TYPE
      >::Iterator
                                  >::Iterator
     array
                                 vector
 +
     Iterator()
                              +
                                  Iterator()
 +
     operator=()
                              +
                                 operator=()
     clone()
                                 clone()
     atPrev()
                                 atPrev()
 +
                              +
     atNext()
                                 atNext()
 +
                              +
 +
     className()
                              +
                                  className()
```