```
original::baseCloneable
                                 < cloneable >
                            + clone()
                            + ~baseCloneable()
                             # baseCloneable()
   original::printable
+ ~printable()
+ className()
+ toString()
+ operator std::string()
+ operator const char *()
+ toCString()
                              original::cloneable
+ formatString()
+ formatCString()
                               + ~cloneable()
+ formatEnum()
                               # cloneable()
+ formatString()
+ formatString()
+ formatString()
+ formatCString()
+ formatEnum()
+ formatString()
+ formatString()
+ formatString()
                  original::iterator
                     < TYPE >
                 + operator*()
                 + operator*()
                 + operator++()
                 + operator++()
                 + operator--()
                 + operator--()
                 + operator+=()
                 + operator-=()
                 + operator==()
                 + operator!=()
                   and 23 more...
                 # equalPtr()
               original::baseIterator
                     < TYPE >
                + clone()
                + ~baseIterator()
          original::randomAccessIterator
                     < TYPE >
                _ptr
            #
            #
                _container
               _pos
            #
               randomAccessIterator()
            +
            +
               operator=()
               clone()
            +
              hasNext()
              hasPrev()
               atPrev()
               atNext()
              next()
               prev()
            +
               operator+=()
               and 9 more...
            #
               randomAccessIterator()
            #
              equalPtr()
```