```
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-=()
                + operator==()
                + operator!=()
                  and 23 more...
                # equalPtr()
              original::baseIterator
                   < TYPE >
               + clone()
                 ~baseIterator()
               original::blocksList
                + blocksList
                + Iterator()
                + operator=()
                + clone()
                + hasNext()
                + hasPrev()
                + next()
                + prev()
                + operator+=()
                + operator-=()
                  operator-()
                   and 9 more...
```