```
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::stepIterator
                     <TYPE >
                 #
                     ptr
                    stepIterator()
                 +
                    operator=()
                    clone()
                    hasNext()
                    hasPrev()
                    atPrev()
                    atNext()
                    next()
                 + prev()
                    operator+=()
                    and 9 more...
                 # stepIterator()
                 #
                    equalPtr()
                 #
                    ptrDistance()
              original::singleDirection
                 Iterator< TYPE >
             + singleDirectionIterator()
             + operator=()
             + clone()
             # singleDirectionIterator()
```