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

className()