```
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()
```