```
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()
                 #
```