```
                                    ┌─────────────────────────────┐
                                    │  original::baseCloneable    │
                                    │      < cloneable >          │
                                    ├─────────────────────────────┤
                                    ├─────────────────────────────┤
                                    │  +   clone()                │
                                    │  +   ~baseCloneable()       │
                                    │  #   baseCloneable()        │
                                    └─────────────────────────────┘
```

**original::baseCloneable < cloneable >**

- + clone()
- + ~baseCloneable()
- # baseCloneable()

**original::printable**

- + ~printable()
- + className()
- + toString()
- + operator std::string()
- + operator const char *()
- + toCString()
- + formatString()
- + formatCString()
- + formatEnum()
- + formatString()
- + formatString()
- + formatString()
- + formatCString()
- + formatEnum()
- + formatString()
- + formatString()
- + formatString()

**original::comparable < iterator< TYPE > >**

- + compareTo()
- + operator==()
- + operator!=()
- + operator<()
- + operator>()
- + operator<=()
- + operator>=()
- + ~comparable()

**original::cloneable**

- + ~cloneable()
- # cloneable()

**original::comparable < iterator< couple< const K_TYPE, V_TYPE > > >**

- + compareTo()
- + operator==()
- + operator!=()
- + operator<()
- + operator>()
- + operator<=()
- + operator>=()
- + ~comparable()

**original::iterator < TYPE >**

- + operator*()
- + operator*()
- + operator++()
- + operator++()
- + operator--()
- + operator--()
- + operator+=()
- + operator-=()
- + compareTo()
- + operator-()
-   and 22 more...
- # equalPtr()

**original::iterator < couple< const K_TYPE, V_TYPE > >**

- + operator*()
- + operator*()
- + operator++()
- + operator++()
- + operator--()
- + operator--()
- + operator+=()
- + operator-=()
- + compareTo()
- + operator-()
-   and 22 more...
- # equalPtr()

**original::baseIterator < couple< const K_TYPE, V_TYPE > >**

- + clone()
- + ~baseIterator()

**original::hashTable < K_TYPE, V_TYPE, ALLOC, HASH >::Iterator**

- # p_buckets
- # cur_bucket
- # p_node
- + hasNext()
- + hasPrev()
- + next()
- + prev()
- + operator+=()
- + operator-=()
- + operator-()
- + getPrev()
- + getNext()
- + get()
-   and 6 more...
- # Iterator()
- # equalPtr()
- # Iterator()
- # operator=()
- # clone()
- # findNextValidBucket()
- # findPrevValidBucket()

**original::hashSet< TYPE, HASH, ALLOC >::Iterator**

- + Iterator()
- + operator=()
- + clone()
- + className()