```
                          ┌──────────────────────────┐
                          │  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::cloneable

+ ~cloneable()
# cloneable()

original::comparable < iterator< 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::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::doubleDirection Iterator< TYPE >

+ doubleDirectionIterator()
+ operator=()
+ clone()
+ hasPrev()
+ prev()
# doubleDirectionIterator()