```
                          ┌─────────────────────────┐
                          │  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::iterator < TYPE >

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

original::iterator < TYPE >

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

original::RBTree< TYPE, const bool, ALLOC, Compare >::Iterator

#	tree_
#	cur_
+	hasNext()
+	hasPrev()
+	next()
+	prev()
+	operator+=()
+	operator-=()
+	get()
+	get()
+	isValid()
#	Iterator()
#	Iterator()
#	operator=()

original::baseIterator < const TYPE >

+ clone()
+ ~baseIterator()

original::treeSet< TYPE, Compare, ALLOC >::Iterator

+	Iterator()
+	operator=()
+	clone()
+	className()
+	operator+=()
+	operator-=()
+	operator-()
+	hasNext()
+	hasPrev()
+	atPrev()
	and 9 more...