```
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()
           #
               original::array< TYPE
                     >::Iterator
                 +
                    array
                    Iterator()
                    operator=()
                    clone()
                    atPrev()
                    atNext()
                 +
                   className()
```