```
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::iterable
               < TYPE >::iterAdaptor
                  iterAdaptor()
                  operator=()
                   getIt()
                   hasNext()
                   hasPrev()
                   atPrev()
                   atNext()
                   next()
                   prev()
                   operator+=()
                +
                   and 10 more...
                #
                   equalPtr()
                #
                   clone()
                   getPrev()
                #
                #
                    getNext()
```