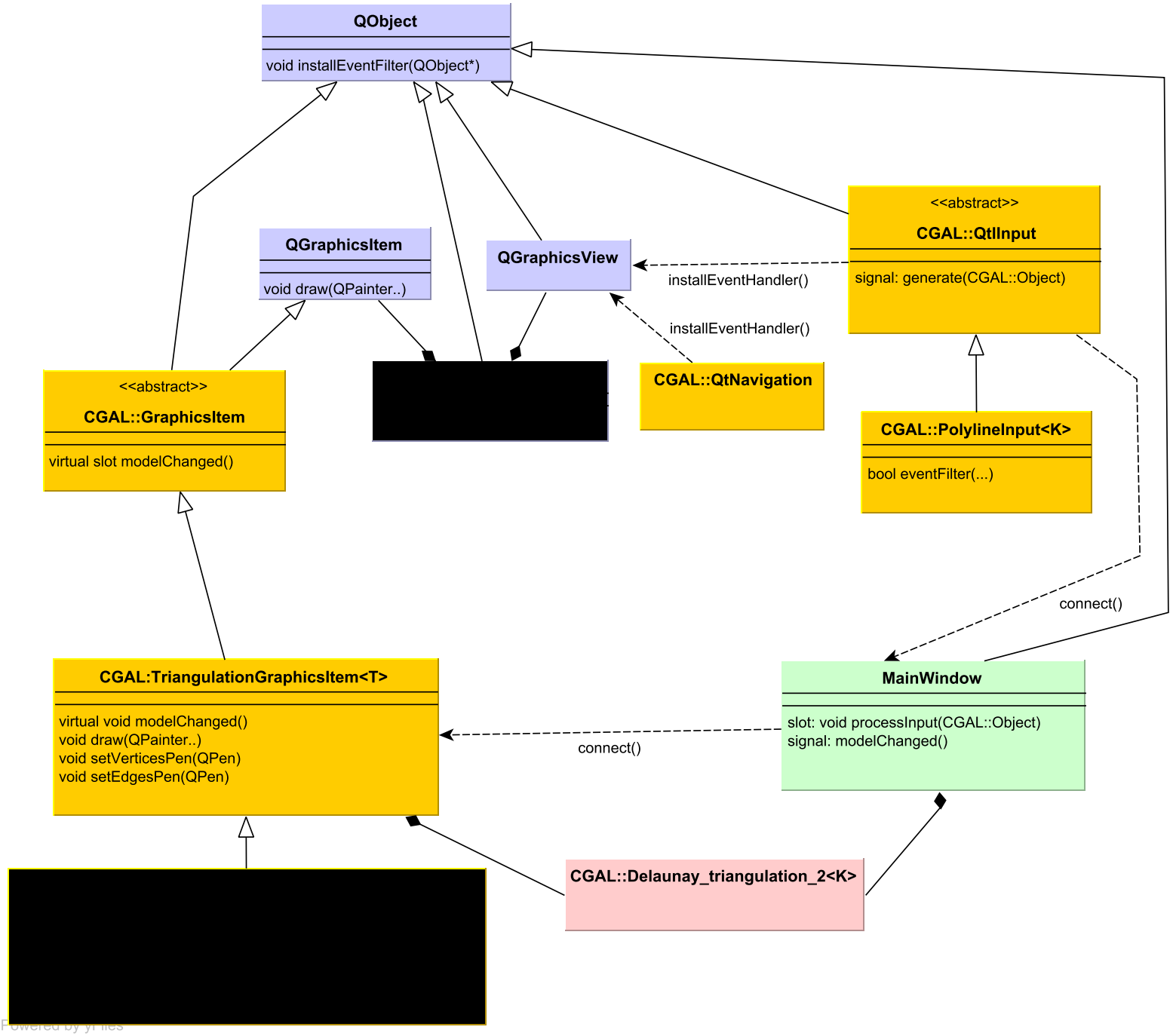
QObject
void installEventFilter(QObject*)
QGraphicsItem
void draw(QPainter..)
QGraphicsView
<<abstract>>
CGAL::QtIInput
signal: generate(CGAL::Object)
installEventHandler()
installEventHandler()
CGAL::QtNavigation
<<abstract>>
CGAL::GraphicsItem
virtual slot modelChanged()
CGAL::PolylineInput<K>
bool eventFilter(...)
connect()
CGAL:TriangulationGraphicsItem<T>
virtual void modelChanged()
void draw(QPainter..)
void setVerticesPen(QPen)
void setEdgesPen(QPen)
connect()
MainWindow
slot: void processInput(CGAL::Object)
signal: modelChanged()
CGAL::Delaunay_triangulation_2<K>