UBItem

mUuid

mRenderingQuality

mSourceUrl

+ ~UBItem()

+ uuid()

+ setUuid()

+ renderingQuality()

+ setRenderingQuality()

+ deepCopy()

+ copyItemParameters()

+ scene()

+ sourceUrl()

+ setSourceUrl()

UBItem()

UBGraphicsItem

+ type()

+ Delegate()

+ remove()

+ clearSource()

+ assignZValue()

+ isRotatable()

+ isFlippable()

+ isLocked()

+ getOwnUuid()

+ getOwnZValue()

+ Delegate()

UBGraphicsItem()

~UBGraphicsItem()

setDelegate()



UBGraphicsStrokesGroup

- + UBGraphicsStrokesGroup()
- + ~UBGraphicsStrokesGroup()
- + deepCopy()
- + copyItemParameters()
- + type()
- + setUuid()
- + setColor()
- + color()
- # shape()
 # mousePressEvent()
- # mouseMoveEvent()
- # mouseReleaseEvent()
- # paint()
 - # itemChange()