- m_origin - m_position - m_rotation - m_scale m transform - m transformNeedUpdate m_inverseTransform - m inverseTransformNeedUpdate + Transformable() + ~Transformable() + setPosition() sf::Drawable + setPosition() + setRotation() + setScale() + ~Drawable() + setScale() # draw() + setOrigin() + setOrigin() + getPosition() + getRotation() + getScale() + getOrigin() + move() + move() + rotate() + scale() + scale() + getTransform() + getInverseTransform() sf::Shape - m_texture - m_textureRect - m_fillColor m_outlineColor - m_outlineThickness m_vertices - m_outlineVertices - m_insideBounds - m_bounds + ~Shape() + setTexture() + setTextureRect() + setFillColor() + setOutlineColor() + setOutlineThickness() + getTexture() + getTextureRect() + getFillColor() + getOutlineColor() + getOutlineThickness() + getPointCount() + getPoint() + getLocalBounds() + getGlobalBounds() # Shape() # update() - draw() - updateFillColors() updateTexCoords() - updateOutline() updateOutlineColors() sf::CircleShape - m_radius - m_pointCount + CircleShape() + setRadius() + getRadius()

+ setPointCount() + getPointCount()

+ getPoint()

sf::Transformable