

- + Broken()
- + void Press(QGraphicsScene MouseEvent *event, QGraphicsScene *scene, QColor penColor, QColor brushColor, int thickness)

Broken

- + void Move(QGraphicsScene MouseEvent *event, QGraphics Scene *scene)
- + void Release(QGraphicsScene MouseEvent *event. QGraphicsScene *scene)

Ellipse

- + Ellipse()
- + void Press(QGraphicsScene MouseEvent *event, QGraphicsScene *scene, QColor colorPen, QColor
- colorBrush, int thickness)
- + void Move(QGraphicsScene MouseEvent *event, QGraphics Scene *scene)
- + void Release(QGraphicsScene MouseEvent *event. QGraphicsScene *scene)

- + Line()
- + void Press(QGraphicsScene MouseEvent *event, QGraphicsScene *scene, QColor colorPen, QColor
- colorBrush, int thickness)
- + void Move(QGraphicsScene MouseEvent *event, QGraphics Scene *scene)
- + void Release(QGraphicsScene MouseEvent *event. QGraphicsScene *scene)

- + Polygon()
- + void Press(QGraphicsScene MouseEvent *event, QGraphicsScene *scene, QColor colorPen, QColor colorBrush, int thickness)
- + void Move(QGraphicsScene MouseEvent *event, QGraphics Scene *scene)
- + void Release(QGraphicsScene MouseEvent *event. QGraphicsScene *scene)

Rectangle

- + Rectangle()
- + void Press(QGraphicsScene MouseEvent *event, QGraphicsScene *scene, QColor colorPen, QColor colorBrush, int thickness)
- + void Move(QGraphicsScene MouseEvent *event, QGraphics Scene *scene)
- + void Release(QGraphicsScene MouseEvent *event. QGraphicsScene *scene)