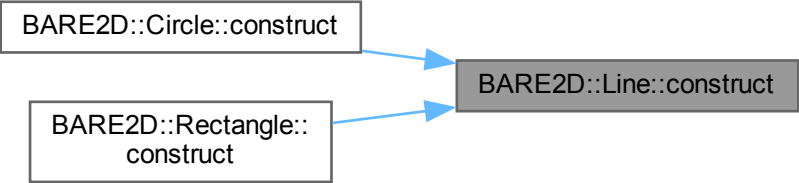


BARE2D::Circle::construct

BARE2D::Rectangle::
construct

BARE2D::Line::construct



```
graph LR; A[BARE2D::Circle::construct] --> C[BARE2D::Line::construct]; B[BARE2D::Rectangle::construct] --> C;
```