Shape
Shape

x
y
Shape()
Shape()
getShapeX()
getShapeY()
setShapeX()
setShapeY()
Area()
Perimeter()
operator ++()
operator --()
operator ++()
operator --()
operator ==()
operator !=()
operator >()
operator <()
operator >=()
operator <=()

typedef1
<<typedef>>
typedef1

Exception
Exception

exc_str
Exception()
Exception()
what()

sVec

Rectangle
Rectangle

height
width
areaCounter
totalArea
perimeterCounter
totalPerimeter
Rectangle()
Rectangle()
Rectangle()
Rectangle()
getHeight()
getWidth()
setHeight()
setWidth()
Perimeter()
Area()
operator ++()
operator --()
operator ++()
operator --()
operator +()
operator -()
operator ==()
operator !=()
operator >()
operator <()
operator >=()
operator <=()
staticRecArea()
staticRecPerimeter()

<<vector>>

ComposedShape
ComposedShape

myMainCon
mySmallCon
ComposedShape()
ComposedShape()
ComposedShape()
ComposedShape()
ComposedShape()
ComposedShape()
ComposedShape()
ComposedShape()
ComposedShape()
ComposedShape()
getMySmallCon()
optimalFit()
Area()
Perimeter()
optimalRec_Tri()
optimalRec_Cir()
optimalRec_Rec()
optimalTri_Tri()
optimalTri_Rec()
optimalTri_Cir()
optimalCir_Rec()
optimalCir_Tri()
optimalCir_Cir()

small_rec
small_cir
main

Circle
Circle

radius
areaCounter
totalArea
perimeterCounter
totalPerimeter
Circle()
Circle()
Circle()
Circle()
getRadius()
setRadius()
Perimeter()
Area()
operator ++()
operator --()
operator ++()
operator --()
operator +()
operator -()
operator ==()
operator !=()
operator >()
operator <()
operator >=()
operator <=()
staticCirArea()
staticCirPerimeter()

n_cir

Triangle
Triangle

edge
cor_x2
cor_y2
cor_x3
cor_y3
areaCounter
totalArea
perimeterCounter
totalPerimeter
Triangle()
Triangle()
Triangle()
Triangle()
getEdge()
getX2()
getY2()
getX3()
getY3()
setEdge()
setX2()
setY2()
setX3()
setY3()
Perimeter()
Area()
operator ++()
operator --()
operator ++()
operator --()
operator +()
operator -()
operator ==()
operator !=()
operator >()
operator <()
operator >=()
operator <=()
staticTriArea()
staticTriPerimeter()

main_tri
small_tri

Polygon
Polygon

Polygon()
Area()
Perimeter()
operator ==()
operator !=()

PolygonVect
PolygonVect

PolygonVect()
PolygonVect()
PolygonVect()
Area()
Perimeter()
operator ==()
operator !=()
getVec()

PolygonDyn
PolygonDyn

dyn2D
cap
use
PolygonDyn()
PolygonDyn()
PolygonDyn()
PolygonDyn()
PolygonDyn()
getUsed()
getCapacity()
setUsed()
setCapacity()
~PolygonDyn()
operator =()
PolygonDyn()
getIndex()
operator []()
Area()
Perimeter()
operator ==()
operator !=()
getAr()