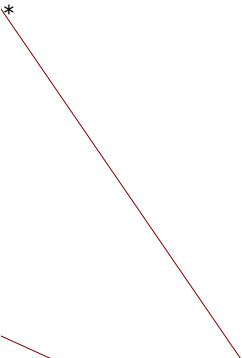


StructureChartDrawer
+scene: QGraphicsScene +chart: StructureChart +top: GZ +left: GZ +initialWidth: GZ +width: GZ
<<constructor>> +StructureChartDrawer() +drawBody(group: QGraphicsItem, vector: array of Block) +drawStructureChart(pChart: StructureChart): QGraphicsItem +drawHead(group: QGraphicsItem) +wrapText(inputItem: QGraphicsSimpleTextItem, maximumWidth: GZ) +drawEmptySign(rect: QGraphicsRectItem, group: QGraphicsItem) +drawLoopHeading(loopHeading: QGraphicsSimpleTextItem) +drawSurroundingRect(group: QGraphicsItem)

ClassChartDrawer
+drawClassChart(classChart: ClassChart): QGraphicsItem +visibilityToString(visibility: GZ): Text +attributeToString(attribute: Attribute): Text +operationToString(operation: Operation): Text +drawClassBox(class: Class): QGraphicsItem +calculateArrowLine(r1: Rect, r2: Rect): Line +drawArrow(tail: QGraphicsItem, head: QGraphicsItem, tailsym: QGraphicsItem, headsym: QGraphicsItem): QGraphicsItem



SwitchBlock
Sequence>
(expression: Text, sequences: map<String, BlockSequence>)
. BlockSequence>

