calculateArrowLine(r1: Rect, r2: Rect)

r1.right() < r2.left() and r1.bottom() < r2.top()	
wahr	falsch
return QLineF(r1.bottomRight(), r2.topLeft())	∅

r2.right() < r1.left() and r2.bottom() < r1.top()	
wahr	falsch
return QLineF(r1.topLeft(), r2.bottomRight())	∅

r1.right() < r2.left() and r2.bottom() < r1.top()	
wahr	falsch
return QLineF(r1.topRight(), r2.bottomLeft())	∅

r2.right() < r1.left() and r1.bottom() < r2.top()	
wahr	falsch
return QLineF(r1.bottomLeft(), r2.topRight())	∅

r1.right() < r2.left()	
wahr	falsch
return QLineF(r1.right(), r1.top() + 0.5 * r1.height(), r2.left(), r2.top() + 0.5 * r2.height())	∅

r2.right() < r1.left()	
wahr	falsch
return QLineF(r1.left(), r1.top() + 0.5 * r1.height(), r2.right(), r2.top() + 0.5 * r2.height())	∅

r1.bottom() < r2.top()	
wahr	falsch
return QLineF(r1.left() + 0.5 * r1.width(), r1.bottom(), r2.left() + 0.5 * r2.width(), r2.top())	∅

return QLineF(r1.left() + 0.5 * r1.width(), r1.top(), r2.left() + 0.5 * r2.width(), r2.bottom())