


**drawArrow**

lokale/globale Variablen und Attribute:

- tail: QGraphicsItem
- head: QGraphicsItem
- headsymbol: QGraphicsItem
- r1,r2: Rect
- line: QGraphicsLineItem
- ret: QGraphicsItemGroup
- Rückgabe: QGraphicsItemGroup

ret ← new QGraphicsItemGroup()		
r1 ← tail.mapToParent(tail.boundingRect()).boundingRect()		
r2 ← head.mapToParent(head.boundingRect()).boundingRect()		
line ← new QGraphicsLineItem(calcArrow(r1, r2))		
ret.addToGroup(line)		
wahr	headsymbol	falsch
headsymbol.setPos(line.line().p2())		
headsymbol.setRotation(-line.line().angle() - 90)		
ret.addToGroup(headsymbol)		
return ret		