## HostInfo

- + QString ipAddress
- + QString hostName

QGraphicsItem

- + QString macAddress
- + QString macVendor
- + bool isReachable
- + QDateTime scanTime
- + QMap< int, bool > openPorts

-m\_host

## DeviceNode

- DeviceType m\_type
- bool m\_highlight
- QPointF m\_dragStartPosition
- int m\_networkLayer
- QString m\_subnetGroup
- + DeviceNode(const HostInfo &host, DeviceType type =DEVICE\_UNKNOWN)
- + QRectF boundingRect () const override
- + void paint(QPainter
   \*painter, const QStyleOption
   GraphicsItem \*option, QWidget
   \*widget) override
- + void setDeviceType (DeviceType type)
- + DeviceType deviceType () const
- + QString ipAddress() const
- + HostInfo hostInfo() const
- + void setPosition(const QPointF &pos)
- + void setNetworkLayer (int layer)
- + int networkLayer() const
- + void setSubnetGroup (const QString &subnet)
- + QString subnetGroup () const
- # void mousePressEvent
  (QGraphicsSceneMouseEvent
  \*event) override
- # void mouseMoveEvent (QGraphicsSceneMouseEvent \*event) override
- # void mouseReleaseEvent (QGraphicsSceneMouseEvent \*event) override
- # void hoverEnterEvent (QGraphicsSceneHoverEvent \*event) override
- # void hoverLeaveEvent
  (QGraphicsSceneHoverEvent
  \*event) override

-m\_source -m\_target

## ConnectionLine

- ConnectionType m\_connectionType
- + ConnectionLine(DeviceNode
  \*source, DeviceNode \*target,
  ConnectionType type=CONNECTION\_DIRECT)
- + QRectF boundingRect () const override
- + void paint(QPainter
   \*painter, const QStyleOption
   GraphicsItem \*option, QWidget
   \*widget) override
- + void updatePosition()
- + void setConnectionType (ConnectionType type)
- + ConnectionType connection Type() const