



NetworkTopologyView

- QGraphicsScene * m_scene
 - QMap< QString, DeviceNode * > m_nodes
 - QList< ConnectionLine * > m_connections
 - TopologyAnalyzer m_analyzer
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- + NetworkTopologyView (QWidget *parent=nullptr)
 - + void setHosts(const QList< HostInfo > &hosts)
 - + void clear()
 - + void autoLayout()
 - + void hierarchicalLayout (const QMap< int, QStringList > &layers)
 - + void groupedLayout (const QMap< QString, QStringList > &groups)
 - DeviceType determineDeviceType(const HostInfo &host)
 - void createConnection (DeviceNode *source, DeviceNode *target, ConnectionType type=CONNECTION_DIRECT)