c exp_pygame.Connector.Connector

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m __init__(self, start, end, c, text, font)

m draw(self, win)

m set_start(self, start)

m get_start(self)

m set_end(self, end)

m get_end(self)

m set_colro(self, c)

m get_color(self)

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f v_y

f color

f start

f x

f y

f end

f text

f v_x

f font