

alpha::vector< T >
<ul style="list-style-type: none"> <li>- int size_v</li> <li>- T * elem</li> <li>- int space</li> </ul>
<ul style="list-style-type: none"> <li>+ vector()</li> <li>+ vector(int s)</li> <li>+ vector(const vector &amp;other)</li> <li>+ vector &amp; operator=(const vector &amp;other)</li> <li>+ vector(vector &amp;&amp;other) noexcept</li> <li>+ vector &amp; operator=(vector &amp;&amp;other) noexcept</li> <li>+ ~vector()</li> <li>+ T &amp; operator[](int n)</li> <li>+ const T &amp; operator[](int n) const</li> <li>+ int size() const</li> <li>and 10 more...</li> </ul>



< QTreeWidgetItem \* >

alpha::vector< QTreeWidgetItem * >
<ul style="list-style-type: none"> <li>- int size_v</li> <li>- QTreeWidgetItem ** elem</li> <li>- int space</li> </ul>
<ul style="list-style-type: none"> <li>+ vector()</li> <li>+ vector(int s)</li> <li>+ vector(const vector &amp;other)</li> <li>+ vector(vector &amp;&amp;other) noexcept</li> <li>+ vector &amp; operator=(const vector &amp;other)</li> <li>+ vector &amp; operator=(vector &amp;&amp;other) noexcept</li> <li>+ ~vector()</li> <li>+ QTreeWidgetItem * &amp; operator[](int n)</li> <li>+ const QTreeWidgetItem * &amp; operator[](int n) const</li> <li>+ int size() const</li> <li>and 10 more...</li> </ul>



#brushItems  
#childItems  
#penItems  
#pointsItems

Shape
<ul style="list-style-type: none"> <li>+ static int nextTracker</li> <li>+ static bool trackersInUse</li> <li># QTreeWidgetItem * parentItem</li> <li>- const int shapelId</li> <li>- int trackerId</li> <li>- string shapeType</li> <li>- QPen pen</li> <li>- QBrush brush</li> <li>- QPoint coords</li> <li>- QPainter painter</li> <li>- bool isSelected</li> </ul>
<ul style="list-style-type: none"> <li>+ Shape(int shapelId, string shapeType, QPoint coords, QPen pen, QBrush brush)</li> <li>+ virtual ~Shape()</li> <li>+ virtual void Draw(QWidget *renderArea)=0</li> <li>+ virtual void Move(int x, int y)</li> <li>+ virtual double Perimeter() const =0</li> <li>+ virtual double Area() const =0</li> <li>+ virtual bool isPointInside(const QPoint &amp;point) const =0</li> <li>+ void CreateParentItem()</li> <li>+ void CreatePenChild()</li> <li>+ void CreateBrushChild()</li> <li>and 36 more...</li> <li>- Shape(Shape &amp;shape) =delete</li> <li>- Shape &amp; operator=(Shape &amp;object)=delete</li> </ul>



Polygon
<ul style="list-style-type: none"> <li>- QPolygon pointsList</li> </ul>
<ul style="list-style-type: none"> <li>+ Polygon(string shapeType, QPoint coords, QPen pen, QBrush brush, QPolygon pointsList)</li> <li>+ void Draw(QWidget *renderArea) override</li> <li>+ void Move(int x, int y) override</li> <li>+ double Perimeter() const override</li> <li>+ double Area() const override</li> <li>+ bool isPointInside(const QPoint &amp;point) const override</li> <li>+ QPolygon getPointsList() const</li> <li>+ void setPointsList(const QPolygon &amp;newPointsList)</li> <li>+ void setX(int newX)</li> <li>+ void setY(int newY)</li> </ul>