alpha::vector< T >

- int size_v
- T * elem
- int space

+ vector()
+ vector(int s)
+ vector(const vector &other)
+ vector & operator= (const vector &other)
+ vector(vector &&other) noexcept
+ vector & operator= (vector &&other) noexcept
+ ~vector()
+ T & operator[](int n)
+ const T & operator [](int n) const
+ int size() const
and 10 more...

*< QTreeWidgetItem * >*

alpha::vector< QTreeWidget Item * >

- int size_v
- QTreeWidgetItem ** elem
- int space

+ vector()
+ vector(int s)
+ vector(const vector &other)
+ vector(vector &&other) noexcept
+ vector & operator= (const vector &other)
+ vector & operator= (vector &&other) noexcept
+ ~vector()
+ QTreeWidgetItem *& operator[](int n)
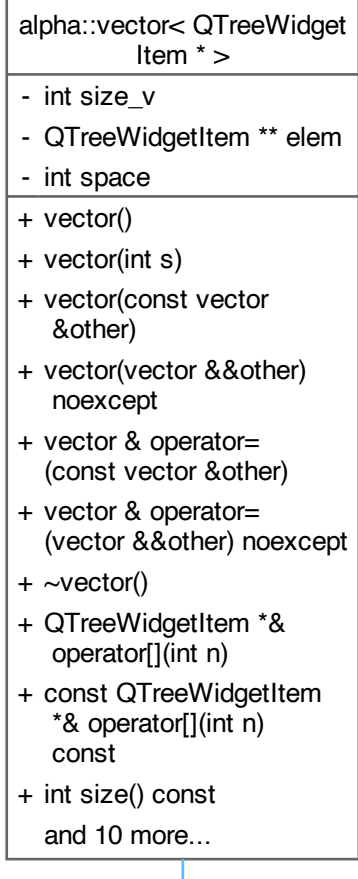+ const QTreeWidgetItem *& operator[](int n) const
+ int size() const
and 10 more...

#brushItems
#childItems
#penItems
#pointsItems

Shape

+ static int nextTracker
+ static bool trackersInUse
# QTreeWidgetItem * parentItem
- const int shapeId
- int trackerId
- string shapeType
- QPen pen
- QBrush brush
- QPoint coords
- QPainter painter
- bool isSelected

+ Shape(int shapeId, string shapeType, QPoint coords, QPen pen, QBrush brush)
+ virtual ~Shape()
+ virtual void Draw(QWidget *renderArea)=0
+ virtual void Move(int x, int y)
+ virtual double Perimeter () const =0
+ virtual double Area () const =0
+ virtual bool isPointInside (const QPoint &point) const =0
+ void CreateParentItem()
+ void CreatePenChild()
+ void CreateBrushChild()
and 36 more...
- Shape(Shape &shape) =delete
- Shape & operator=(Shape &object)=delete

Polyline

- QPolygon pointsList

+ Polyline(string shapeType, QPoint coords, QPen pen, QBrush brush, QPolygon pointsList)
+ void Draw(QWidget *renderArea) override
+ void Move(int x, int y) override
+ double Perimeter() const override
+ double Area() const override
+ bool isPointInside (const QPoint &point) const override
+ QPolygon getPointsList () const
+ void setPointsList (const QPolygon &newPointsList)
+ void setX(int newX)
+ void setY(int newY)