```
Shape

    static int nextTracker

+ static bool trackersInUse
# QTreeWidgetItem * parentItem
# alpha::vector< QTreeWidget
  Item * > childItems
# alpha::vector< QTreeWidget
  Item * > pointsItems
# alpha::vector< QTreeWidget
  Item * > penItems
# alpha::vector< QTreeWidget
  Item * > brushItems

    const int shapeld

    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
                 Text
    int length
   - int width
    QString textString
     GlobalColor textColor
    QFont font
     AlignmentFlag textAlignment
  + Text(string shapeType,
      QPoint coords, QString
textString, GlobalColor
textColor, AlignmentFlag
      textAlignment, QFont font,
      int length, int width)
   + void Draw(QWidget *render
     Area) override
   + double Perimeter()
     const override
   + double Area() const
      override
   + bool isPointInside
     (const QPoint &point)
      const override
   + int getLength() const
   + int getWidth() const

    QString getTextString

     () const
   + GlobalColor getTextColor
     () const
   + QFont getFont() const
     and 10 more...
```