alpha::vector< T >

- - int size_v
- - T * 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()
- + 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...

< Shape * >

#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

-elem

alpha::vector< Shape * >

- - int size_v
- - 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()
- + Shape *& operator[] (int n)
- + const Shape *& operator [](int n) const
- + int size() const
- and 10 more...

QWidget

-renderShapes

RenderArea

- - int shapeSelectedIndex
- - bool allowEditing

- + RenderArea(QWidget *parent=nullptr)
- + void mousePressEvent (QMouseEvent *event) override
- + void mouseMoveEvent (QMouseEvent *event) override
- + void mouseDoubleClickEvent (QMouseEvent *event) override
- + void mouseReleaseEvent (QMouseEvent *event) override
- + void resetSelection()
- + void updateShapeDisplayCoords (Shape *item, const QPoint &position) const
- + const alpha::vector < Shape * > & getShapes () const
- + int getShapeSelected () const
- + int getShapeSelectedIndex () const
- + void setRenderShapes (const alpha::vector < Shape * > *renderShapes)
- + void setShapeSelectedIndex (int newIndex)
- + void setEditPrivileges (bool edit)
- # void paintEvent(QPaintEvent *event) override
- * int shapeSelectedIndex
- * bool allowEditing
- * void mousePressEvent (QMouseEvent *event) override
- * void mouseMoveEvent (QMouseEvent *event) override
- * void mouseDoubleClickEvent (QMouseEvent *event) override
- * void mouseReleaseEvent (QMouseEvent *event) override
- * void resetSelection()
- * void updateShapeDisplayCoords (Shape *item, const QPoint &position) const
- * const alpha::vector < Shape * > & getShapes () const
- * int getShapeSelected () const
- * int getShapeSelectedIndex () const
- * void setRenderShapes (const alpha::vector < Shape * > *renderShapes)
- * void setShapeSelectedIndex (int newIndex)
- * void setEditPrivileges (bool edit)