

Shape
<pre> + static int nextTracker + static bool trackersInUse # QTreeWidgetItem * parentItem # alpha::vector&lt; QTreeWidgetItem * &gt; childItems # alpha::vector&lt; QTreeWidgetItem * &gt; pointsItems # alpha::vector&lt; QTreeWidgetItem * &gt; penItems # alpha::vector&lt; QTreeWidgetItem * &gt; brushItems - const int shapeld - int trackerId - string shapeType - QPen pen - QBrush brush - QPoint coords - QPainter painter - bool isSelected </pre>
<pre> + Shape(int shapeld,         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 &amp;point) const =0 + void CreateParentItem() + void CreatePenChild() + void CreateBrushChild()         and 36 more... - Shape(Shape &amp;shape)         =delete - Shape &amp; operator=(Shape         &amp;object)=delete </pre>



Line
<pre> - QPoint startPoint - QPoint endPoint </pre>
<pre> + Line(string shapeType,         QPoint coords, QPen pen,         QBrush brush, QPoint startPoint,         QPoint endPoint) + void Draw(QWidget *render         Area) override + void Move(int x, int         y) override + double Perimeter()         const override + double Area() const         override + bool isPointInside         (const QPoint &amp;point)         const override + QPoint getStartPoint         () const + QPoint getEndPoint         () const + void setStartPoint         (const QPoint &amp;newStartPoint) + void setEndPoint(const         QPoint &amp;newEndPoint) + void setX(int newX) + void setY(int newY) </pre>