

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  
#pointItems

Shape
<ul style="list-style-type: none"> <li>+ static int nextTracker</li> <li>+ static bool trackersInUse</li> <li># QTreeWidgetItem * parentItem</li> <li>- const int shapeld</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 shapeld, 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>

Ellipse
<ul style="list-style-type: none"> <li>- int a</li> <li>- int b</li> </ul>
<ul style="list-style-type: none"> <li>+ Ellipse(string shapeType, QPoint coords, QPen pen, QBrush brush, int a, int b)</li> <li>+ void Draw(QWidget *renderArea) 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>+ int getA() const</li> <li>+ int getB() const</li> <li>+ void setA(int newA)</li> <li>+ void setB(int newB)</li> <li>+ void setX(int newX)</li> <li>+ void setY(int newY)</li> </ul>