Shape	_
+ static int nextTracker	
+ static bool trackersInUse	
# QTreeWidgetItem * parentItem # alpha::vector< QTreeWidget	
Item * > childItems	
<pre># alpha::vector< QTreeWidget Item * > pointsItems</pre>	
<pre># alpha::vector< QTreeWidget Item * > penItems</pre>	
# 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	
lack	
Square	
- int length	
+ Square(string shapeType,	
QPoint coords, QPen pen, QBrush brush, int length)	
+ void Draw(QWidget *render	
Area) override + double Perimeter()	
const override + double Area() const	
override + bool isPointInside	
(const QPoint &point) const override	
+ int getLength() const	
+ void setLength(int newLength)	
+ void setX(int newX)+ void setY(int newY)	