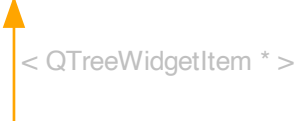


alpha::vector< T >
- int size_v - T * elem - int space
+ vector() + vector(int s) + vector(const vector &other) + vector & operator=(const vector &other) + vector(vector &&other) noexcept + vector & operator=(vector &&other) noexcept + ~vector() + T & operator[](int n) + const T & operator[](int n) const + int size() const and 10 more...



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



Square
- int length
+ Square(string shapeType, QPoint coords, QPen pen, QBrush brush, int length) + void Draw(QWidget *renderArea) 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)