## 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



## alpha::vector< int >

int size\_v

and 10 more...

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

+shapeDimensions

## Parser::MorphicShape

- + std::string shapeType
- + int shapeld + int trackerId
- + QPen pen
- + QBrush brush + QPoint coords
- + QString textString
- + GlobalColor textColor
- + QFont font
- + AlignmentFlag textAlignment