Optimum.SublayerPolygon + nameOfOverlay + listWithPolygons

- + iconOfOverlay + overlay
- + SublayerPolygon()
- + SublayerPolygon()

-_sublayerPolygonIcon

Optimum.RenderPolygon

- _maxSelectedCriterion
- -_shadesColor
- _indexSelectedCriterion
- _nameSelectedCriterionusingArrayIcons
- + RenderPolygon()
- + ShowlconCriterion()
- + ClearlconPolygon()
- _InitializationMarkers()
- _GetIconsForSelectedCount Shades()