## Geometry::Shape + ~Shape() + computeArea() + has\_inside() + operator==() + operator!=()

Geometry::ClipperPolygon

- + ClipperPolygon() + ClipperPolygon()
- + ~ClipperPolygon()
- + computeArea()
- + has\_inside() + hash()
- + getPolygon()
- + getBarycenter()
- + approximateDisk()

Geometry::Rectangle

- + Rectangle()
- + Rectangle()
- + Rectangle()
- + Rectangle()
- + Rectangle() + ~Rectangle()
- + computeArea()
- + has inside()
- + intersect()
- + difference() and 8 more...