```
Geometry::Shape
    + ~Shape()
    + computeArea()
    + has inside()
    + operator==()
    + operator!=()
Geometry::ClipperPolygon
+ ClipperPolygon()
+ ClipperPolygon()
+ ~ClipperPolygon()
+ computeArea()
+ has inside()
+ hash()
+ getPolygon()
+ getBarycenter()
+ approximateDisk()
```