

- ui **IClassObj** workingFrame

frameWithGrid frameWithScale

frameWithRulers rulerDrawingStatus

scaleDrawingStatus tempPoint1

\_tempPoint2 workingPixmap

screenWidth

screenHeight

frameWidth frameHeight

\_PXtoMM

\_mappedPoint1 \_mappedPoint2

+ MeasuringInterface()

+ ~MeasuringInterface() + receiveCurrentMat()

+ labelMousePos() + labelMouseClickedPos()

- matToPixmap() resizeWindowToScreenSize() resizeLabelToWindow()

updateFrame() drawLine()

clickedLabel() updateGridSizeLabel() hideScaleLine() setEnableRulerOptions()

 on savePlainImageButton \_pressed() - on drawGridCheckbox stateChanged()

on\_gridSlider\_sliderMoved() - on\_drawScaleButton pressed() on removeScaleButton

pressed() - on\_mmSpinbox\_valueChanged() smallGridSlider sliderMoved()

 on\_drawRulerButton \_pressed() on\_removeRulerButton pressed()

 on\_clearAllRulersButton \_pressed() - on updateRulersButton pressed()

on savelmageWithRulersPush Button\_pressed()