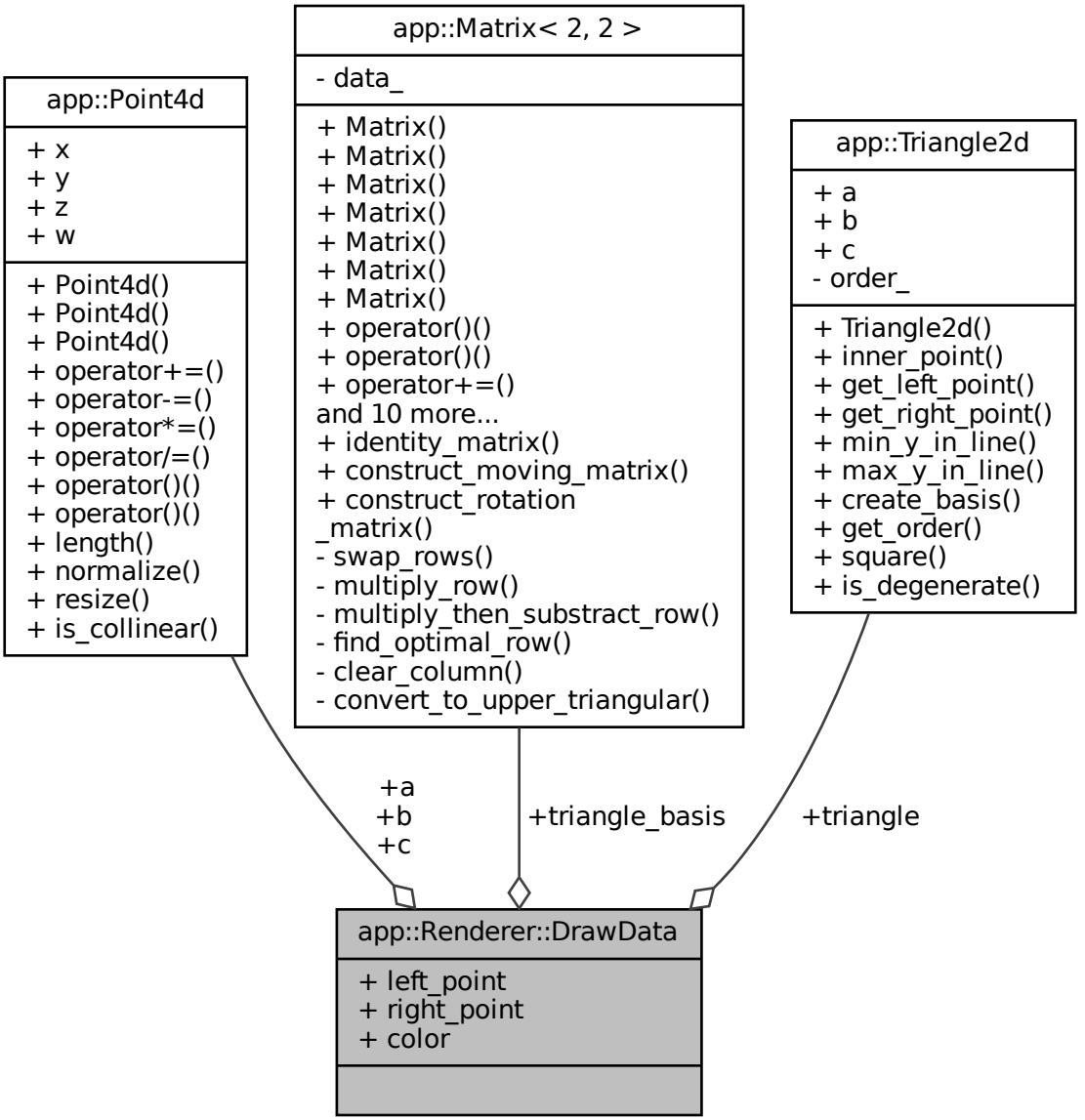
app::Point4d
+ x
+ y
+ z
+ w
+ Point4d()
+ Point4d()
+ Point4d()
+ operator+=()
+ operator-=()
+ operator*=()
+ operator/=()
+ operator()()
+ operator()()
+ length()
+ normalize()
+ resize()
+ is_collinear()
app::Matrix< 2, 2 >
- data_
+ Matrix()
+ Matrix()
+ Matrix()
+ Matrix()
+ Matrix()
+ Matrix()
+ Matrix()
+ operator()()
+ operator()()
+ operator+=()
and 10 more...
+ identity_matrix()
+ construct_moving_matrix()
+ construct_rotation
_matrix()
- swap_rows()
- multiply_row()
- multiply_then_substract_row()
- find_optimal_row()
- clear_column()
- convert_to_upper_triangular()
app::Triangle2d
+ a
+ b
+ c
- order_
+ Triangle2d()
+ inner_point()
+ get_left_point()
+ get_right_point()
+ min_y_in_line()
+ max_y_in_line()
+ create_basis()
+ get_order()
+ square()
+ is_degenerate()
+a
+b
+c
+triangle_basis
+triangle
app::Renderer::DrawData
+ left_point
+ right_point
+ color