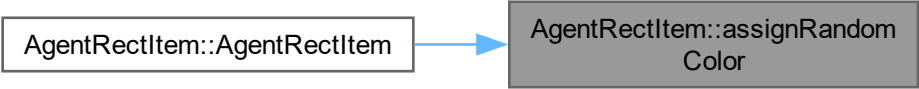


AgentRectItem::AgentRectItem



```
graph LR; A[AgentRectItem::AgentRectItem] --> B[AgentRectItem::assignRandomColor];
```

The diagram illustrates a call to the `assignRandomColor` method from the `AgentRectItem` constructor. A light blue box on the left contains the text `AgentRectItem::AgentRectItem`. A blue arrow points from the right side of this box to a dark gray box on the right. The dark gray box contains the text `AgentRectItem::assignRandomColor` on two lines.

AgentRectItem::assignRandom  
Color