

Shape
-shapeID: int -qShapeType: shapeType -shapeDimensions: vector<double>* = nullptr -qPenColor: penColor -penWidth: int -qPenStyle: penStyle -qPenCapStyle: penCapStyle -qPenJoinStyle: penJoinStyle -qBrushColor: brushColor -qBrushStyle: brushStyle -textString: std::string -qTextColor: textColor -qTextAlignment: textAlignment -textPointSize: int -textFontFamily: std::string -qTextFontStyle: textFontStyle -qTextFontWeight: textFontWeight +shape() +getPenCapStyle(): penCapStyle +getPenColor(): penColor +getPenWidth(): int +getPenStyle(): penStyle +getPenJoinStyle(): penJoinStyle +getBrushColor(): brushColor +getBrushStyle(): brushStyle +getShapeId(): int +getShapeDimensions(): vector<double>* +setPenCapStyle(style:penCapStyle): void +setPenColor(color:penColor): void +setPenWidth(width:int): void +setPenStyle(style:penStyle): void +setPenJoinStyle(style:penJoinStyle): void +setBrushColor(color:brushColor): void +setBrushStyle(style:brushStyle): void +setShapeId(id:int): void +setShapeDimensions(dim:vector<double>*) : void +getArea(): double +getPerimeter(): double +~shape()

Vector
-size_v: int -elem: Type* -space: int +vector() +vector(s:int) +vector(src:const vector&) +~vector() +operator[] (n:int): Type& +operator[] (n:int): const Type& +size(): const int +capacity(): const int +resize(newsize:int): void +push_back (d:Type): void +reserve(newalloc:int): void +begin(): Iterator +end(): const const_iterator +end(): Iterator +end(): const const_iterator +insert(p:Iterator.val:const double&): Iterator +erase(p:Iterator): Iterator

Shape_Parser
-slist: vector<shape>* = new vector<shape> -temp: shape* = nullptr -fin: std::ifstream -fout: std::ofstream -trash: std::string -shapeID: int -sType: shapeType -shapeDimensions: vector<double>* = nullptr -pColor: penColor -pWidth: int -pStyle: penStyle -pCapStyle: penCapStyle -pJoinStyle: penJoinStyle -bColor: brushColor -bStyle: brushStyle -tString: std::string -tColor: textColor -tAlignment: textAlignment -tPointSize: int -tFontFamily: std::string -tFontStyle: textFontStyle -tFontWeight: textFontWeight +ShapeParser() +initializeVector(): vector<shape>*

