Telescope

- int m_id
- QString m_name
- ProcessingProperties
 m_processingProperties
- QList< Screw > m_screws
- RemoteTelescope m_remote
Telescope

+ Telescope(Telescope
 *telescope)
+ Telescope()
+ int id()
+ QString name()
+ ProcessingProperties
 processingProperties()
+ RemoteTelescope remoteTelescope()
+ QList< Screw > screws()
+ void setId(int id)
+ void setName(QString
 name)
+ void setProcessingProperties
(ProcessingProperties processingproperties)
+ void setScrews(QList
< Screw > screws)
+ void setRemoteTelescope
(RemoteTelescope remoteTelescope)

TelescopeUI

- PaintingProperties
 * m_paintingProperties

+ TelescopeUI(TelescopeUI *)
+ TelescopeUI()
+ PaintingProperties
 * paintingProperties()
+ void setPaintingProperties
(PaintingProperties paintingProperties)