

- Ui::ScrewsDialog * ui

- OList< Screw > m screws + ScrewsDialog(QWidget

*parent=nullptr) + ~ScrewsDialog()

+ void setScrews(QList

< Screw > screws) + void setRadius(int radius) + int radius()

+ QList < Screw > screws() void loadItems() void addScrew()

void removeScrew()