Screw

- int m_id
- float m_degrees

+ Screw()
+ Screw(float degrees)
+ virtual int id()
+ virtual float degrees()
+ void setId(int id)
+ void setDegrees(float
 degrees)
+ QPoint getScrewPosition
(QPoint reference, int
 radius)

-m_screw

CollimationAction

- Action m_action

+ CollimationAction
(Action, Screw)
+ Action action()
+ Screw screw()