Telescope

- int m id
- QString m name
- ProcessingProperties
- m_processingProperties
- QList < Screw > m_screwsRemoteTelescope 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(OList
- < Screw > screws)
- + void setRemoteTelescope

(RemoteTelescope remoteTelescope)



TelescopeUI

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