

IComparer< Vector2 >

```
classDiagram
    class IComparer {
        < Vector2 >
    }
    class PointSorter {
        + Center
        + PointSorter()
        + Compare()
    }
    PointSorter --|> IComparer
```

The diagram illustrates a class hierarchy. At the top is the `IComparer< Vector2 >` interface, represented by a rectangle with three horizontal compartments. The top compartment contains the text `IComparer< Vector2 >`, while the two lower compartments are empty. Below this interface is the `EagleEye.Models.Geometry.PointSorter` class, represented by a shaded rectangle with three horizontal compartments. The top compartment contains the class name `EagleEye.Models.Geometry.PointSorter`. The middle compartment contains the public field `+ Center`. The bottom compartment contains the public methods `+ PointSorter()` and `+ Compare()`. A blue arrow with an open triangular head points from the top of the `PointSorter` class to the bottom of the `IComparer` interface, indicating that `PointSorter` inherits from or implements `IComparer`.

EagleEye.Models.Geometry.
PointSorter

+ Center

+ PointSorter()

+ Compare()