```
uint32 t

    upperLeftRow

    upperLeftCol

                bottomRightRow
                bottomRightCol
     fc::BoundingBox
+ BoundingBox()
```

```
+ BoundingBox()
+ BoundingBox()
+ getUpperLeftRow()
+ getBottomRightRow()
+ getBottomRightCol()
+ getWidth()
+ getHeight()
+ getMiddleRow()
+ getMiddleCol()
```

+ deserializeBoundingBox()

and 7 more...