

`ImageLib::Pixel< NumberT >`

+ ~Pixel()

`ImageLib::RGBPixel
< NumberT >`

+ red
+ green
+ blue

+ RGBPixel()
+ operator==()
+ operator!=()
+ setGray()
+ colorDistance()

`ImageLib::RGBAPixel
< NumberT >`

+ alpha

+ RGBA_PIXEL()
+ operator==()
+ operator!=()
+ setGray()