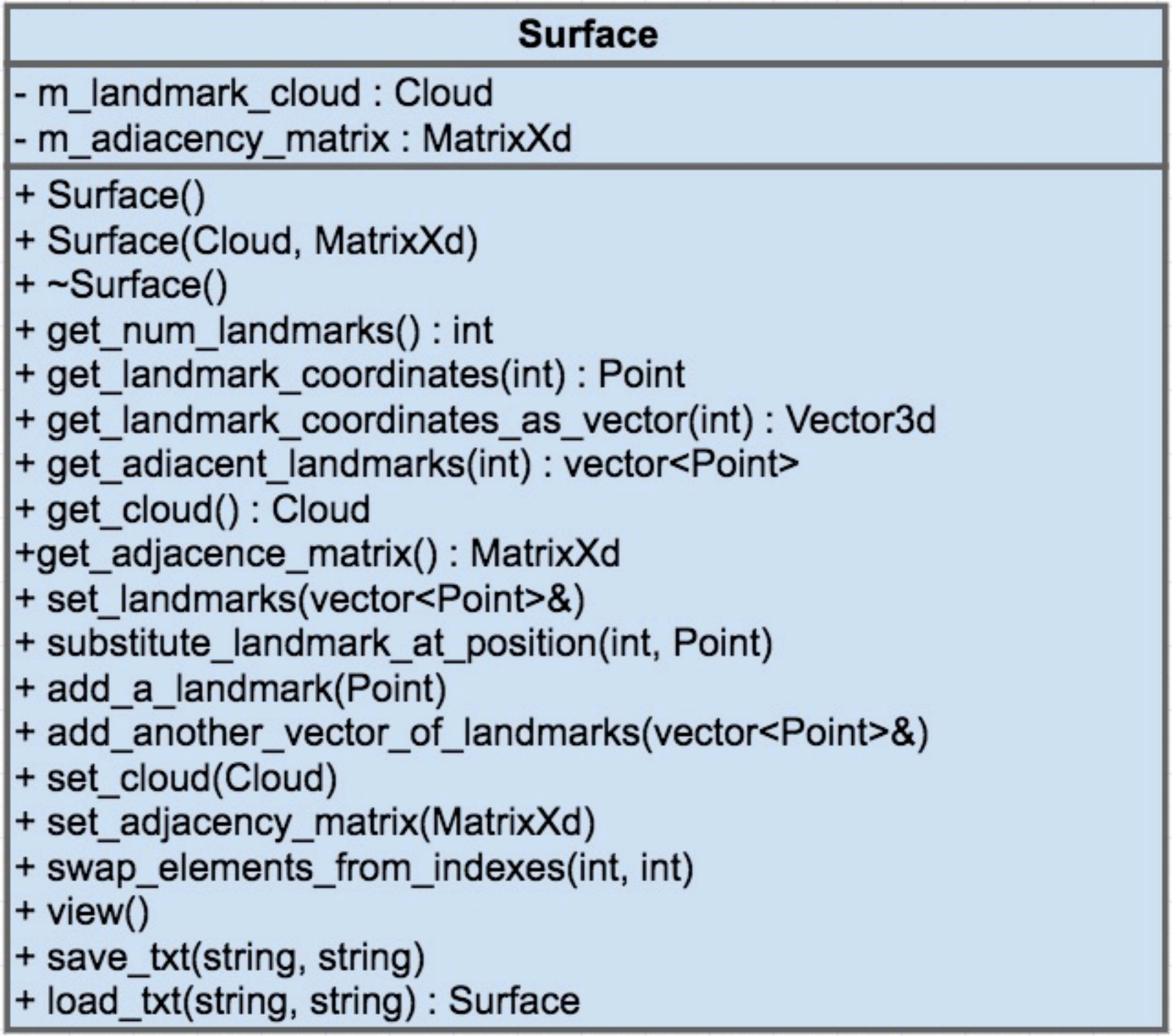
Surface
- m_landmark_cloud : Cloud
- m_adiacency_matrix : MatrixXd
+ Surface()
+ Surface(Cloud, MatrixXd)
+ ~Surface()
+ get_num_landmarks() : int
+ get_landmark_coordinates(int) : Point
+ get_landmark_coordinates_as_vector(int) : Vector3d
+ get_adiacent_landmarks(int) : vector<Point>
+ get_cloud() : Cloud
+get_adjacence_matrix() : MatrixXd
+ set_landmarks(vector<Point>&)
+ substitute_landmark_at_position(int, Point)
+ add_a_landmark(Point)
+ add_another_vector_of_landmarks(vector<Point>&)
+ set_cloud(Cloud)
+ set_adjacency_matrix(MatrixXd)
+ swap_elements_from_indexes(int, int)
+ view()
+ save_txt(string, string)
+ load_txt(string, string) : Surface