QGraphicsObject

CuboidObj
+ CuboidObj(qreal width, qreal height, qreal depth, QGraphicsObject *parent = nullptr): void   + boundingRect() const override : QRectF   + paint(Q Painter *painter,[[maybe_unused]] const QStyleOptionGraphicsItem *option, [[maybe_unused]] QWidget *widget = nullptr) override : void

-    m_width: qreal
    -    m_height: qreal
    -    m_depth: qreal

QMainWindow

class MainWindow
+ MainWindow(QWidget *parent = nullptr) : void   + moveCuboid(const QPointF& targetPos): void   + ~MainWindow()

-    Q_OBJECT
    -    onthirdFloorDownBtnClicked() : void
    -    onsecondFloorUpBtnClicked() : void
    -    onsecondFloorDownBtnClicked(): void
    -    onfirstFloorUpBtnClicked() : void
    -    onfirstFloorDownBtnClicked(): void
    -    ongroundFloorUpBtnClicked(): void
    -    onthirdFloorSelectBtnClicked(): void
    -    onsecondFloorSelectBtnClicked(): void
    -    onfirstFloorSelectBtnClicked(): void
    -    ongroundFloorSelectBtnClicked(): void
    -    *ui : Ui::MainWindow
    -    *scene : QGraphicsScene
    -    *elevator : CuboidObj
    -    *groundFloor: CuboidObj
    -    *firstFloor : CuboidObj
    -    *secondFloor : CuboidObj
    -    *thirdFloor : CuboidObj