```
GBasePort
# PenWidth
# Device
# DisplayRect
+ GBasePort()
+ ~GBasePort()
+ DrawArc()
+ DrawCircle()
+ DrawLine()
+ DrawLinePts()
+ DrawRect()
+ DrawText()
+ GetCurrentDevice()
+ GetDisplayRect()
and 10 more...
  GPostscriptPort
# PostscriptStream
# DocumentFonts
# fill r
# fill g
# fill b
+ GPostscriptPort()
+ ~GPostscriptPort()
+ DrawArc()
+ DrawCircle()
+ DrawLine()
+ DrawRect()
+ DrawText()
+ FillCircle()
+ SetPenWidth()
+ SetCurrentFont()
and 6 more...
```