```
GRect
   # left
   # top
   # right
   # bottom
   + GRect()
   + GRect()
   + GetLeft()
   + GetTop()
   + GetRight()
   + GetBottom()
   + GetWidth()
   + GetHeight()
   + Inset()
   + Offset()
   and 7 more...
           #DisplayRect
    GBasePort
# PenWidth
# Device
+ GBasePort()
+ ~GBasePort()
+ DrawArc()
+ DrawCircle()
+ DrawLine()
+ DrawLinePts()
+ DrawRect()
+ DrawText()
+ GetCurrentDevice()
+ GetDisplayRect()
and 10 more...
```