```
GBasePort
# PenWidth
# Device
# DisplayRect
+ GBasePort()
+ ~GBasePort()
+ DrawArc()
+ DrawCircle()
+ DrawLine()
+ DrawLinePts()
+ DrawRect()
+ DrawText()
+ GetCurrentDevice()
+ GetDisplayRect()
and 10 more...
     SVGPort
# svgStream
# fontString
+ SVGPort()
+ DrawArc()
+ DrawCircle()
+ DrawLine()
+ DrawRect()
+ DrawText()
+ SetPenWidth()
+ SetCurrentFont()
+ StartPicture()
+ EndPicture()
+ BeginGroup()
+ EndGroup()
+ GetPrintingRect()
```