```
GBasePort
# PenWidth
# Device
# DisplayRect
+ GBasePort()
+ ~GBasePort()
+ DrawArc()
+ DrawCircle()
+ DrawLine()
+ DrawLinePts()
+ DrawRect()
+ DrawText()
+ GetCurrentDevice()
+ GetDisplayRect()
and 10 more...
     GMacPort
  + BeginGroup()
```

+ EndGroup()