

Canvas2D

```
-h_rows: int
-w_cols: int
-_x: int
-_y: int
-width: int
-height: int
+DEFAULT_ROWS: static const int
+DEFAULT_COLS: static const int
+MAX_SIZE: static const int
+DEFAULT_RED: static const int
+DEFAULT_BLUE: static const int
+DEFAULT_GREEN: static const int

+Canvas2D()
+Canvas2D(intRows:int,intCols:int,recDefault:PGM_Pixel)
+Canvas2D(objOriginal:const Canvas2D&)
+~Canvas2D()
+getRows(): const int
+getCols(): const int
+toPGM(): const string
+drawshape(intR:int,intC:int,intRadius:int,
           recPixel:PGM_Pixel): void
+small_circle1(intR:int,intC:int,recPixel:PGM_Pixel): void
+small_circle2(intR:int,intC:int,recPixel:PGM_Pixel): void
+draw_rec(intX:int,intY:int,intWidth:int,
          intHeight:int,recDefault:PGM_Pixel): void
+setPixel(intRow:int,intCol:int,recPixel:PGM_Pixel): void
-mem_alloc(intRows:int,intCols:int,recPixel:PGM_Pixel): void
-distance(dlbRow:double,dlbCol:double): const double
-enforceRange(intArg:int,intMin:int,intMax:int): const void
-isInRange(intRow:int,intCol:int): const bool
```