```
QGraphicsPathItem
                 QNEBlock
             # m blockName

    horzMargin

    vertMargin

             - width
             - height
             + QNEBlock()
             + addPort()
             + addInputPort()
             + addOutputPort()
             + setWidth()
             + setHeight()
             + getBlockName()
             + save()
             + load()
             + paint()
             + ports()
             + type()
             # itemChange()
                 m block
   QNEPort
- name
- isOutput

    label

- radius
- margin

    m_connections

    m portFlags

- m ptr
m_varibleType
- m_initParams
+ QNEPort()
+ ~QNEPort()
+ setNEBlock()
+ setName()
+ setIsOutput()
+ radius()
```

+ isOutput() + connections() + setPortFlags() + portName() and 12 more... # itemChange()