ISpatialIndex< T >

+ virtual void insert(const T &object, float x, float y)=0

+ virtual std::vector< T > query(float x, float y, float range)=0

+ virtual void update(const T &object, float newX, float newY)=0

+ virtual void remove(const T &object)=0

+ virtual void clear()=0

+ virtual ~ISpatialIndex ()=default