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

DefaultSpatialIndex< T >

- std::vector< SpatialObject < T > > spatialObjects

+ DefaultSpatialIndex()

+ void insert(const T &object, float x, float y) override

+ std::vector< T > query (float x, float y, float range) override

+ void update(const T &object, float newX, float newY) override

+ void remove(const T &object) override

+ void clear() override

- std::vector< SpatialObject < T > >::iterator findObject (const T &object)