```
manet::AcceptPlacement
+ AcceptPlacement()
+ ~AcceptPlacement()
+ operator()()
             #accP
 manet ·· OuadTree< T >
# root
+ QuadTree()
+ ~QuadTree()
+ getRoot()
+ getRoot()
+ insert()
+ printAll()
+ putPointsInRadius()
+ putPointsInRange()
+ setAcceptPlacement()
+ traverse()
```