	QGraphicsItem	
	$ \uparrow $	
_		
	ActivityItem	
	- m_activity	
1	- m_width	
	- m_color	
1	+ ActivityItem()	
1	+ boundingRect()	
1	+ paint()	
	+ width()	
	+ height()	
	+ setWidth()	
-1	+ setColor()	

+ activity()