Colorization # std::string type # const unsigned char maxColorValue # const unsigned char minColorValue + std::string get type() + virtual unsigned char get max color value()=0 + virtual unsigned char get_min_color value()=0 + virtual ~Colorization() # Colorization(std::string type) Shading - std::string type + Shading(std::string subtype) + ~Shading() + virtual unsigned char get max color value() + virtual unsigned char get min color value() + virtual unsigned char calculate bw()=0 + virtual unsigned char calculate r()=0 + virtual unsigned char calculate q()=0 + virtual unsigned char calculate b()=0 Striping - double average InsideColor LineColor - Neumorphic reflection + Striping(double average, std::complex< double > + InsideColor() + LineColor() z, std::complex< double > dc) + ~InsideColor() + ~LineColor() + ~Striping() + unsigned char calculate bw() + unsigned char calculate bw() + unsigned char calculate bw() + unsigned char calculate r() + unsigned char calculate r() + unsigned char calculate r() + unsigned char calculate g() + unsigned char calculate g() + unsigned char calculate q() + unsigned char calculate b() + unsigned char calculate b() + unsigned char calculate b() + double get average(double average)