## 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_g()=0
+ virtual unsigned char
 calculate_b()=0

## InsideColor

+ InsideColor()
+ ~InsideColor()
+ unsigned char calculate_bw()
+ unsigned char calculate_r()
+ unsigned char calculate_g()
+ unsigned char calculate_b()