

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)
```