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

+ virtual ~Colorization() # Colorization(std::string type)

get min color value()=0

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

Striping

- double average
- Neumorphic reflection
- + Striping(double average, std::complex< double > z, std::complex< double > dc)
- + ~Striping()
- + unsigned char calculate_bw()
 + unsigned char calculate_r()
- + unsigned char calculate_g()
- + unsigned char calculate_b()
- + double get_average(double average)