Colorization

std::string type # const unsigned char maxColorValue

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
- # 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