## 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 LineColor + LineColor() + ~LineColor() + unsigned char calculate bw()

+ unsigned char calculate\_r()+ unsigned char calculate\_g()+ unsigned char calculate b()