```
RenderContext
+ width
+ height
+ RenderContext()
+ putPixel()
+ clear()
      Bitmap
  + operator=()
  + Bitmap()
  + Bitmap()
  + Bitmap()
  + Bitmap()
  + toSobel()
  + toHSV()
  + at()
  + putPixel()
  + save()
  + clear()
```