

**Rect**

+ p: Point  
+ w: float = 0  
+ h: float = 0

+ Rect(p, w, h)  
- collide(r): bool  
- \_\_str\_\_(): str

**Point**

+ x: float  
+ y: float

+ Point(x, y)  
- \_\_str\_\_(): str  
- distance(point): float

**Color**

+ cont\_green: int  
+ cont\_red: int  
+ cont\_blue: int  
+ cont\_purple: int  
+ cont\_brown: int  
+ green: list  
+ red: list  
+ blue: list  
+ purple: list  
+ brown: list  
+ num\_green: int  
+ num\_green: int  
+ num\_green: int  
+ num\_green: int

+ Color()  
- get\_color(str): str  
- check\_cont(): str

**Graphs**

+ nodes: list  
+ edges: list  
+ labels: list

+ Graph()  
- add\_nodes(list)  
- add\_nodes\_aux(dict)  
- add\_edges(list, str, list)  
- add\_edges\_aux(dict)  
- add\_lab(str, str, list, list, str, int)