```
op::Point< int >

+ X
+ y

+ Point()
+ Point()
+ Point()
+ operator=()
+ operator=()
+ area()
+ toString()
+ operator<()
+ operator>()
+ operator<()
그리고 15개 더...
```

```
op::WrapperStructHand

+ enable
+ detector
+ scalesNumber
+ scaleRange
+ renderMode
+ alphaKeypoint
+ alphaHeatMap
+ renderThreshold

+ WrapperStructHand()
```

+netInputSize