```
op::Point< int >
   + X
   + y
   + Point()
   + Point()
   + Point()
   + operator=()
   + operator=()
   + area()
   + toString()
   + operator<()
   + operator>()
   + operator<=()
   그리고 15개 더..
            +netInputSize
            +outputSize
op::WrapperStructPose
+ poseMode
+ keypointScaleMode
+ gpuNumber
+ apuNumberStart

    scalesNumber

+ scaleGap
+ renderMode
+ poseModel
+ blendOriginalFrame
+ alphaKeypoint
그리고 14개 더...
+ WrapperStructPose()
```