

+ bufferDevicePixelRatio()

+ backgroundScaled()+ backgroundScaledMode()

+ antialiasedElements()+ notAntialiasedElements()

mouseDoubleClickEvent()

mousePressEvent()
mouseMoveEvent()
mouseReleaseEvent()

wheelEvent()

and 18 more...

draw()

and 86 more...
minimumSizeHint()

+ background()

+ plotLayout()

sizeHint()
paintEvent()
resizeEvent()