```
- nPixels_
                                         - leftPixel_
                                         - rightPixel_
                                         - topPixel_
                                         - bottomPixel_
                                         - centralPixel
                                         - pixels_
                                         - height_
                                         - width_
                                        + Shape()
                                         + leftPixel()
                                        + rightPixel()
                                        + topPixel()
                                         + bottomPixel()
                                         + centralPixel()
                                         + pixels()
                                         + height()
                                         + width()
                                         + addPixel()
                                         + nPixels()
                                                 elements
double
                unsigned char
                                     std::vector< Shape >
                                                                   list < Pixel >
                                     - elements
       floodFillingTime_ \inkValue_
                                                                seeds_
                                            / shapes_
      thresholdingTime_
                             Segmenter
                   - inkValue
                    - shapes_
                    - thresholdingTime_
                   - floodFillingTime_
                    seeds_
                   + Segmenter()
                   + thresholdingTime()
                   + floodFillingTime()
                   + shapes()
                   + seeds()
                   + inkValue()
                   + applyThreshold()
                   + applyFloodFill()
                   - findSeeds()
                    - isSeed()

    exploreSeedNeighbourhood()
```

Shape