

`vector< Pixel >`

`unsigned int`

`pair< unsigned int, unsigned int >`

`pixels_`

`height_  
size_  
width_`

`leftPixel_  
rightPixel_  
bottomPixel_  
topPixel_`

`Shape`

- `width_`
- `height_`
- `pixels_`
- `size_`
- `leftPixel_`
- `rightPixel_`
- `topPixel_`
- `bottomPixel_`

- + `Shape()`
- + `operator()()`
- + `operator()()`
- + `operator+()`
- + `operator<()`
- + `width()`
- + `height()`
- + `size()`
- + `leftPixel()`
- + `rightPixel()`
- + `topPixel()`
- + `bottomPixel()`
- + `barycenter()`
- + `addPixel()`