Shape

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

+ Shape()
+ operator()()
+ operator()()
+ width()
+ height()
+ size()
+ leftPixel()
+ rightPixel()
+ topPixel()
+ bottomPixel()
+ addPixel()
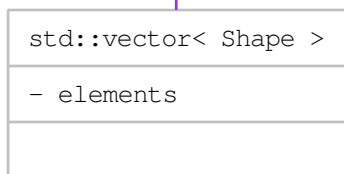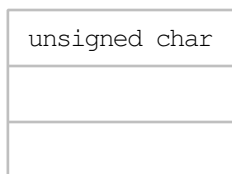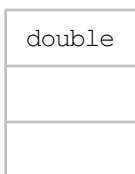
elements

double

unsigned char

std::vector< Shape >

- elements

shapesFindingTime_
thresholdingTime_

inkValue_

shapes_

Segmenter

- inkValue_
- shapes_
- thresholdingTime_
- shapesFindingTime_

+ Segmenter()
+ thresholdingTime()
+ shapesFindingTime()
+ shapes()
+ inkValue()
+ applyThreshold()
+ findShapes()