

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() ()
- + width ()
- + height ()
- + size ()
- + leftPixel ()
- + rightPixel ()
- + topPixel ()
- + bottomPixel ()
- + addPixel ()