```
vector< Pixel >
          unsigned int
                             pair< unsigned int, unsigned int >
                                           leftPixel
                height_
                                          rightPixel
   pixels
                  size_
                                        bottomPixel
                 width
                                           topPixel
             Shape
          width
          height_
          pixels
          size
         - leftPixel
         - rightPixel
         - topPixel_
         - bottomPixel
        + Shape()
        + operator()()
        + operator()()
        + operator+()
         + operator<()
        + width()
        + height()
        + size()
        + leftPixel()
        + rightPixel()
        + topPixel()
        + bottomPixel()
         + barycenter()
         + addPixel()
```