

Shape

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

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

std::list< Shape >

- elements

unsigned char

float

deque< Pixel >

list< LineMarker >

std::deque< bool >

- elements

bool

Segmenter

- inkValue_
- seeds_
- visited_
- shapes_
- lineMarkers_
- thresholdingTime_
- shapesFindingTime_

+ Segmenter()
+ inkValue()
+ shapes()
+ thresholdingTime()
+ shapesFindingTime()
+ applyThreshold()
+ findShapes()
- findSeeds()
- growSeedsIntoInitialShapes()
- findLineMarkers()
- joinVerticallyOverlappedShapes()
- findVerticallyOverlappedShape()

elements

elements

shapes_

inkValue_

shapesFindingTime_
thresholdingTime_

seeds_

lineMarkers_

visited_