```
unsigned char
                          elements
int
          std::vector< unsigned char >
           - elements
      nPixels
      height_
                      pixels_
         У_
         Х
       width_
         Clip
- x_
 У__
 width
- height_
- pixels
- nPixels
+ Clip()
+ setPixelGrayLevel()
+ getPixelGrayLevel()
+ pixels()
+ nPixels()
+ x()
+ y()
+ width()
+ height()
```