

`Shape::operator<`

```
graph LR; A[Shape::operator<] --> B[Shape::bottomPixel]; A --> C[Shape::leftPixel]; A --> D[Shape::rightPixel]; A --> E[Shape::topPixel];
```

A diagram illustrating the relationship between the `Shape::operator<` method and four other methods. The `Shape::operator<` method is shown in a grey box on the left, with four arrows pointing to the right towards four white boxes. The boxes on the right are labeled `Shape::bottomPixel`, `Shape::leftPixel`, `Shape::rightPixel`, and `Shape::topPixel` from top to bottom.

`Shape::bottomPixel`

`Shape::leftPixel`

`Shape::rightPixel`

`Shape::topPixel`