```
Shape
                   - leftPixel

    rightPixel

                   - topPixel_
                   - bottomPixel

    centralPixel

                   - pixels_
                   - height_
                   - width
                   + Shape()
                   + leftPixel()
                   + rightPixel()
                   + topPixel()
                   + bottomPixel()
                   + cent.ralPixel()
                   + pixels()
                   + height()
                   + width()
                   + addPixel()
                           elements
double
                std::vector< Shape >

    elements

    floodFillingTime_
                       /shapes_
  thresholdingTime_
         Segmenter
    shapes_
     thresholdingTime_
     floodFillingTime
    + Segmenter()
    + applyThreshold()
    + applyFloodFill()
    + thresholdingTime()
    + floodFillingTime()
    + shapes()
```