

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<` and four constants. The `Shape::operator<` node is a gray rectangle on the left. Four blue arrows point from its right side to four white rectangles on the right, each containing a constant name: `Shape::bottomPixel`, `Shape::leftPixel`, `Shape::rightPixel`, and `Shape::topPixel`.

Shape::bottomPixel

Shape::leftPixel

Shape::rightPixel

Shape::topPixel