QLabel Δ **PaintQLabel** + m\_scale + m\_displayRect + m\_imageRect + m\_aspectRatio + m\_lmage + m\_PolygonPoints + m\_bLoopClosed + m\_boundingPolygon+ m\_boundingRectangle + m\_boundingRectar+ m\_boundingEllipse + m\_image\_c\_x + m\_image\_c\_y # m\_drawingMode # m\_clickedRegionItem # m\_hitObject # m\_hitObject # m\_panMode # m isPanning # m\_mouseDown # m\_mouseStartPos # m\_mouseEndPos \_imageDragOffset # m\_drawingObjectOffset + PaintQLabel() + ~PaintQLabel() + displayRect() + getDisplayRect() + setImage() + zoomToPoint() getPolygonRect() + setDrawingMode() + setPanMode() + checkForPolygonClose() + startPanning() + inEllipse() + inRect() + inPoly() + deleteSelectedDrawingObject() + getTargetImage() + resetDrawingObjects() # enterEvent() # leaveEvent() # mouseMoveEvent() # mousePressEvent() # mouseReleaseEvent() # wheelEvent() # paintEvent() # resizeEvent() +display\_image MainWindow Ui + actionFile + action\_File + action\_Exit + action\_Exit + action\_Open + actionProcessFocusStack + action\_Save + actionSelect\_All + actionDeselect\_All + actionGrab Image From Camera + actionZoom Out + actionZoom\_In \_ Polygon \_Circle\_Region + actionDraw\_ + actionDraw\_Circle\_Region + actionDraw\_Rectangular \_Region + action \_Move\_Image + actionGet\_Target\_image region + actionSet\_as\_Target + actionSet\_as\_find\_targets \_image + actionFind\_targets actionDeleteObject + actionTarget\_detection settings actionDeleteImage + actionThresholdImage + actionMergelmages actionSettings + actionReference\_fuducial marks + actionFind\_ \_Centers + actionInvert + actionConnected\_Components + actionFilter Binary \_Objects + actionSave\_ Target\_Positions actionScoreImage + centralWidget + gridLayout verticalLayout + scrollArea + scrollAreaWidgetContents + verticalLayout + ImageThumbList + menuBar + menu File + menulmages + menuWith\_Selected+ menuMask\_target\_region + menuMask\_targe + menuType\_Here + menulmage\_Zoom\_Panning + menuDetection + menuCamera + menulmage\_Processing + menuSettings + menuAlignment + mainToolBar + statusBar + toolBar + toolBar + toolBar + toolBar 4 + setupUi() + retranslateUi() Ui::MainWindow