```
Element
# position
# fillColor
# strokeColor
# strokeWidth
# transformation
# gradient
# parent
+ ~Element()
+ getTypeName()
+ dbg()
+ getBoundingBox()
+ setPosition()
+ setPosition()
+ getPosition()
+ setFillColor()
+ getFillColor()
+ setStrokeColor()
+ getStrokeColor()
+ setStrokeWidth()
+ getStrokeWidth()
+ addTransformation()
+ setTransformation()
+ getTransformation()
+ setGradient()
+ getGradient()
+ setParent()
+ getParent()
# Element()
# Element()
# Element()
    SVGPolyline
 # points
 # fillRule
 + SVGPolyline()
 + SVGPolyline()
 + SVGPolyline()
 + SVGPolyline()
 + getTypeName()
 + dbg()
 + getBoundingBox()
 + setPoints()
 + addPoints()
 + getPoints()
  setFillRule()
  getFillRule()
    SVGPolygon
  + SVGPolygon()
  + SVGPolygon()
  + SVGPolygon()
```

+ getTypeName()