## Vector2D< float > + X + y + Vector2D() + Vector2D() + Vector2D() + operator+() + operator+=() + operator-() + operator-=() + operator\*() + operator\*=() + operator/() + operator/=() + operator==() + operator!=() + operator=() + operator Gdiplus::Point() + operator Gdiplus::PointF() + operator Gdiplus::Size() + operator Gdiplus::SizeF() + operator POINT()

SVGColor
+ r
+ g
+ b
+ a
+ SVGColor()
+ SVGColor()
+ SVGColor()
+ SVGColor()
+ operator=()
+ SVGColor()
+ fromHSL()
+ operator Gdiplus::Color
+ output()
+ alpha()

Gradient

+ Gradient()
+ Gradient()
+ ~Gradient()
+ getType()
+ dbg()
+ setID()
+ getID()
+ setTransforms()
+ addTransforms()
+ getTransforms()
+ setStops()
+ addStop()
+ getStops()

+ setUnits()

+ getUnits()

#position

#fillColor #gradient #strokeColor #gradient

## Element

# strokeWidth

# transformation

+ ~Element()

+ getTypeName()

+ dbg()

+ getBoundingBox()

+ setPosition()

+ setPosition()

+ getPosition()

+ setFillColor()

. gotFillColor()

+ getFillColor()

+ setStrokeColor()

+ getStrokeColor()

+ setStrokeWidth()

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+ getStrokeWidth()

+ addTransformation()

+ setTransformation()

+ getTransformation()

+ setGradient()

+ getGradient()

+ setParent()

+ getParent()

# Element()

# Element()

# Element()

#parent

## Group

- + Group()
- + ~Group()
- + getTypeName()
- + dbg()
- + addElement()
- + getElements()