## 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()
+ addTransform()
+ getTransforms()
+ setStops()
+ addStop()
+ getStops()
+ setUnits()

+ getUnits()

#position

#fillColor #strokeColor #gradient

## Element

# strokeWidth

# transformation

- + ~Element()
- + getTypeName()
- + dbg()
- + getBoundingBox()
- + setPosition()
- + setPosition()
- + getPosition()
- + setFillColor()
- + getFillColor()
- + setStrokeColor()
- + getStrokeColor()
- + setStrokeWidth()
- + getStrokeWidth()
- + addTransformation()
- + setTransformation()
- + getTransformation()
- + setGradient()
- + getGradient()
- + setParent()
- + getParent()
  # Element()
- # Element()
- # Element()

## SVGRect

- + SVGRect()
- + SVGRect()
- + SVGRect()
- + getTypeName()
- + dbg()
- + getBoundingBox()
- + setWidth()
- + setHeight()
- + getWidth()
- + getHeight()
- + setRadii() + getRadii()

#parent