```
hryky::geometry::Rect < CoordT >
 + hrvky assign op
 + left top()
 + length()
 + Rect()
  + Rect()
 + Rect()
  + right_bottom()
 + swap()
  + ~Rect()
                   < coord type >
hryky::geometry::Rect< coord type >
+ hryky_assign_op
+ left_top()
+ length()
+ Rect()
+ Rect()
+ Rect()
+ right bottom()
+ swap()
```

+ ~Rect()