```
QObject
              Δ
       QCPLayerable
 # mVisible
 # mParentPlot
 # mParentLayerable
 # mLayer
 # mAntialiased
 + QCPLayerable()
    -QCPLayerable()
  + visible()
+ parentPlot()
  + parentLayerable()
  + layer()
  + antialiased()
  + setVisible()
  + setLayer()
  + setLayer()
  + setAntialiased()
 + selectTest()
  + realVisibility()
 # parentPlotInitialized()
 # selectionCategory()
 # clipRect()
 # applyDefaultAntialiasing
 Hint()
 # draw()
 # selectEvent()
 # deselectEvent()
 # initializeParentPlot()
 # setParentLayerable()
 # moveToLayer()
 # applyAntialiasingHint()
              Δ
   QCPAbstractPlottable
 # mName
 # mAntialiasedFill
 # mAntialiasedScatters
 # mAntialiasedErrorBars
 # mPen
 # mSelectedPen
 # mBrush
 # mSelectedBrush
 # mKeyAxis
 # mValueAxis
 # mSelectable
 # mSelected
  + QCPAbstractPlottable()
  + name()
  + antialiasedFill()
  + antialiasedScatters()
  + antialiasedErrorBars()
  + pen()
  + selectedPen()
  + brush()
  + selectedBrush()
 + keyAxis()
 and 22 more...
 # clipRect()
 # draw()
 # selectionCategory()
 # applyDefaultAntialiasing
 Hint()
 # selectEvent()
 # deselectEvent()
  # drawLegendlcon()
 # getKeyRange()
 # getValueRange()
 # coordsToPixels()
 and 9 more...
         QCPCurve
# mData
# mScatterStyle
```

mLineStyle + QCPCurve() + ~QCPCurve() + data() + scatterStyle() + lineStyle() + setData() + setData() + setData() + setScatterStyle() + setLineStyle() and 11 more... # draw() # drawLegendlcon() # getKeyRange() # getValueRange() # drawScatterPlot() # getCurveData() # getRegion() # getOptimizedPoint() # getOptimizedCornerPoints() # mayTraverse() # getTraverse() # getTraverseCornerPoints()

pointDistance()