

Drawing

- img
- sleepMilli
- imgMutex
- defaultSleepMilli

- + Drawing()
- + Drawing()
- + Drawing()
- + Drawing()
- + ~Drawing()
- + getWidth()
- + getHeight()
- + getImage()
- + getMutex()
- + setZoom()
- + show()
- + update()
- + operator=()
- + operator=()
- + loadImage()
- + savePGM()
- + savePPM()
- + savePNG()
- + getPointColour()
- + getPointColour()
- + setSleepTime()
- + drawPoint()
- + drawPoint()
- + drawLine()
- + drawLine()
- + drawCircle()
- + drawPolygon()
- + drawText()
- + makeanim()