```
object
aml_playground.peg
 in hole.pih worlds.box2d.polygon.
             Polygon
    init ()
+ get vertices phys()
+ get vertices local()
+ get vertices()
+ draw()
+ get angle()
+ get state()
+ to_vec_world()
+ get_point()
+ get_image_point()
+ get image point2()
+ get image point norm()
+ get_push_action()
+ get centre local()
+ sample push action()
+ apply push()
+ apply_push2()
+ apply push3()
+ reset()
+ set state()
```