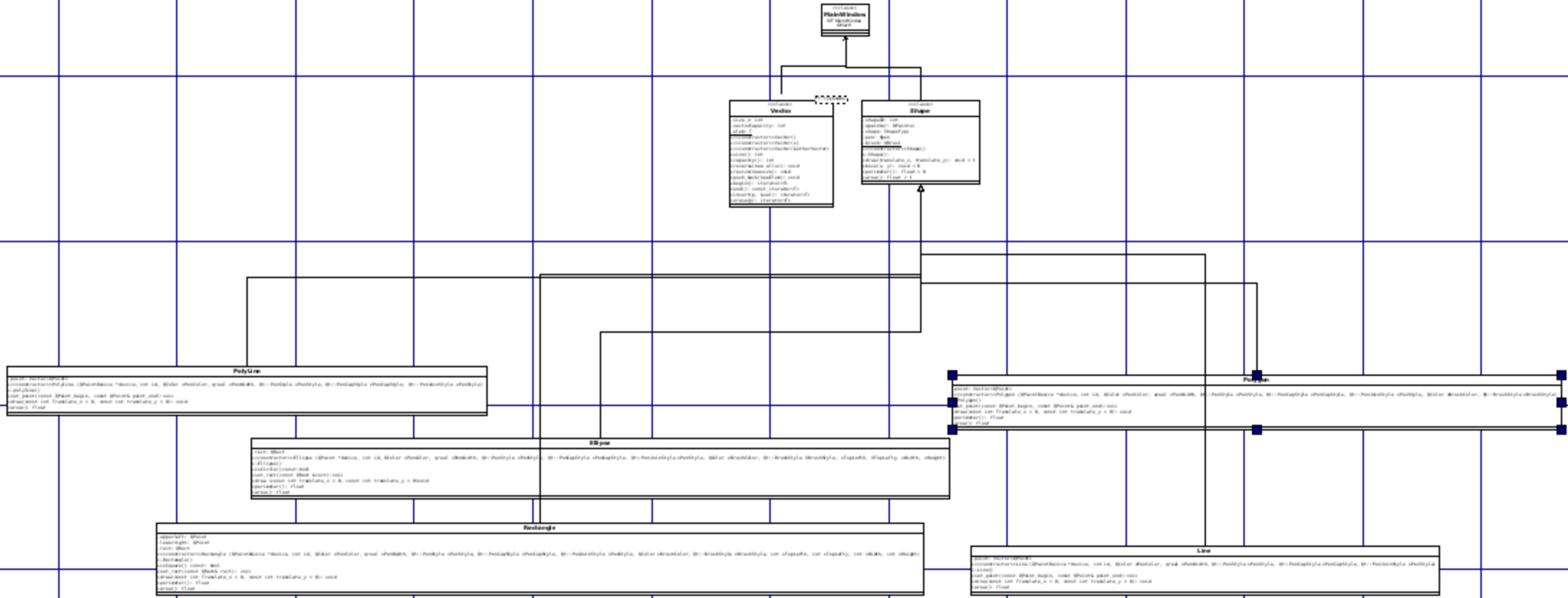
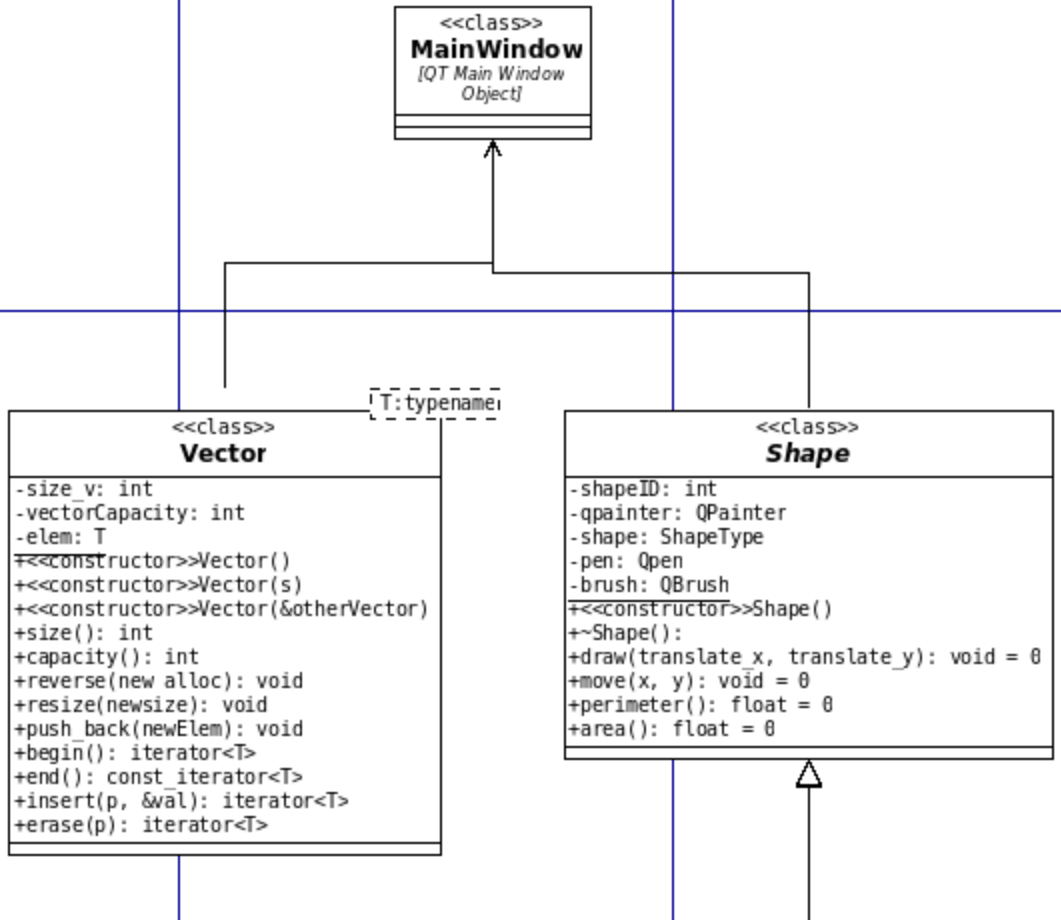
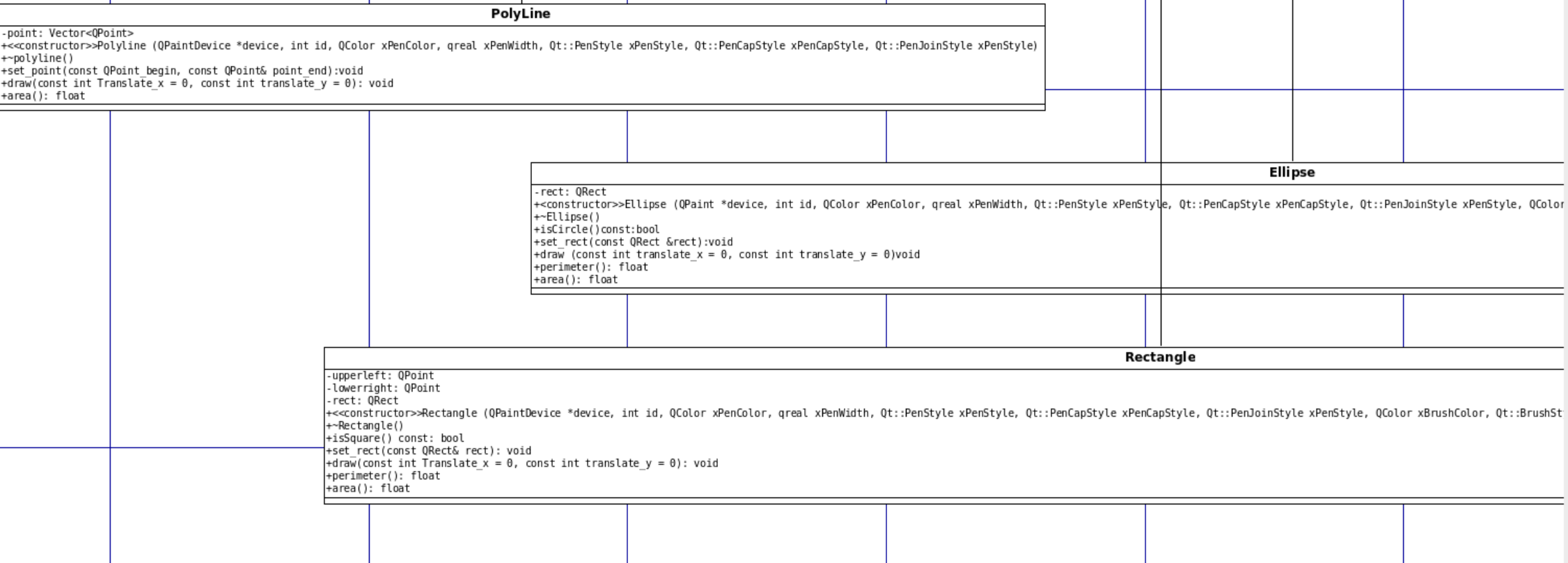
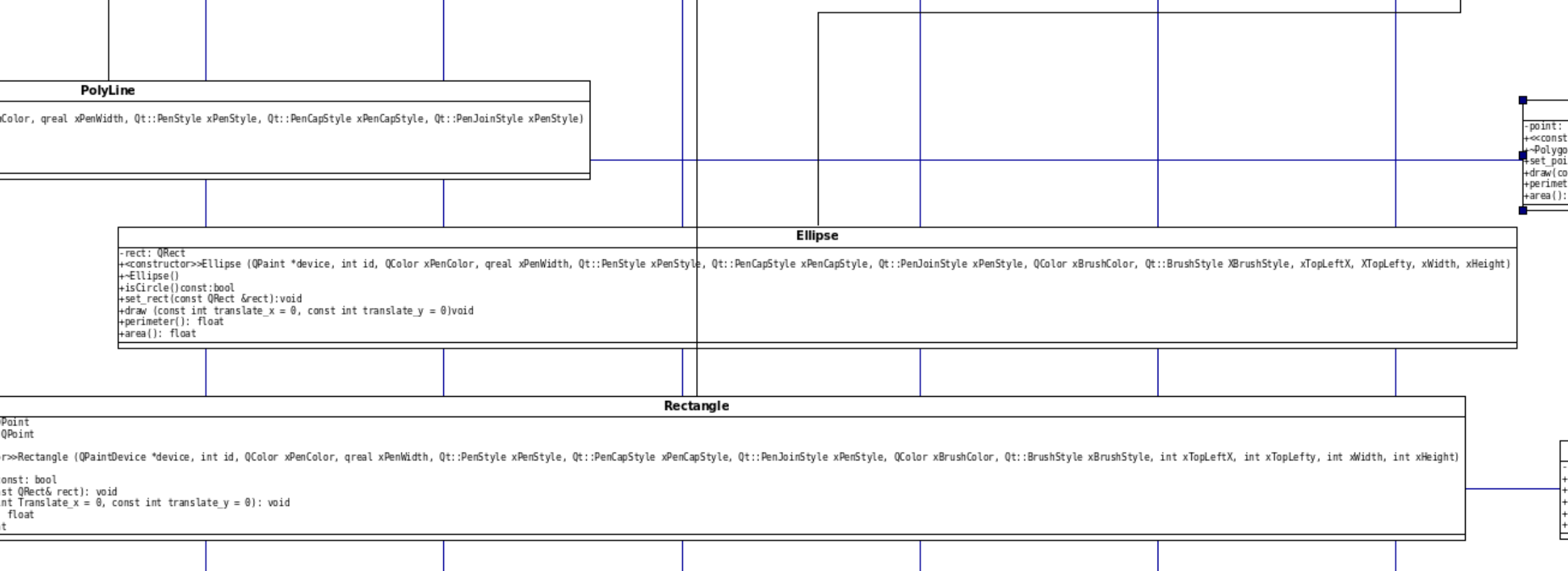

PlainWindow
Vector
Shape
Polyline
Polygon
Ellipse
Rectangle
Line


<<class>>
MainWindow
[QT Main Window Object]
T:typename
<<class>>
Vector
-size_v: int
-vectorCapacity: int
-elem: T
+<<constructor>>Vector()
+<<constructor>>Vector(s)
+<<constructor>>Vector(&otherVector)
+size(): int
+capacity(): int
+reverse(new alloc): void
+resize(newsize): void
+push_back(newElem): void
+begin(): iterator<T>
+end(): const_iterator<T>
+insert(p, &val): iterator<T>
+erase(p): iterator<T>
<<class>>
Shape
-shapeID: int
-qpainter: QPainter
-shape: ShapeType
-pen: Qpen
-brush: QBrush
+<<constructor>>Shape()
+~Shape():
+draw(translate_x, translate_y): void = 0
+move(x, y): void = 0
+perimeter(): float = 0
+area(): float = 0


PolyLine
-point: Vector<QPoint>
+<<constructor>>Polyline (QPaintDevice *device, int id, QColor xPenColor, qreal xPenWidth, Qt::PenStyle xPenStyle, Qt::PenCapStyle xPenCapStyle, Qt::PenJoinStyle xPenStyle)
+~polyline()
+set_point(const QPoint_begin, const QPoint& point_end):void
+draw(const int Translate_x = 0, const int translate_y = 0): void
+area(): float
Ellipse
-rect: QRect
+<constructor>>Ellipse (QPaint *device, int id, QColor xPenColor, qreal xPenWidth, Qt::PenStyle xPenStyle, Qt::PenCapStyle xPenCapStyle, Qt::PenJoinStyle xPenStyle, QColor
+~Ellipse()
+isCircle()const:bool
+set_rect(const QRect &rect):void
+draw (const int translate_x = 0, const int translate_y = 0)void
+perimeter(): float
+area(): float
Rectangle
-upperleft: QPoint
-lowerright: QPoint
-rect: QRect
+<<constructor>>Rectangle (QPaintDevice *device, int id, QColor xPenColor, qreal xPenWidth, Qt::PenStyle xPenStyle, Qt::PenCapStyle xPenCapStyle, Qt::PenJoinStyle xPenStyle, QColor xBrushColor, Qt::BrushSt
+~Rectangle()
+isSquare() const: bool
+set_rect(const QRect& rect): void
+draw(const int Translate_x = 0, const int translate_y = 0): void
+perimeter(): float
+area(): float


PolyLine
Color, qreal xPenWidth, Qt::PenStyle xPenStyle, Qt::PenCapStyle xPenCapStyle, Qt::PenJoinStyle xPenStyle)
-point:
+<<const
+~Polygo
+set_poi
+draw(co
+perimet
+area():
Ellipse
-rect: QRect
+<<constructor>>Ellipse (QPaint *device, int id, QColor xPenColor, qreal xPenWidth, Qt::PenStyle xPenStyle, Qt::PenCapStyle xPenCapStyle, Qt::PenJoinStyle xPenStyle, QColor xBrushColor, Qt::BrushStyle XBrushStyle, xTopLeftX, XTopLefty, xWidth, xHeight)
+~Ellipse()
+isCircle()const:bool
+set_rect(const QRect &rect):void
+draw (const int translate_x = 0, const int translate_y = 0)void
+perimeter(): float
+area(): float
Rectangle
Point
QPoint
r>>Rectangle (QPaintDevice *device, int id, QColor xPenColor, qreal xPenWidth, Qt::PenStyle xPenStyle, Qt::PenCapStyle xPenCapStyle, Qt::PenJoinStyle xPenStyle, QColor xBrushColor, Qt::BrushStyle xBrushStyle, int xTopLeftX, int xTopLefty, int xWidth, int xHeight)
onst: bool
st QRect& rect): void
nt Translate_x = 0, const int translate_y = 0): void
float
t