GraphicalElement + ms selectionStateNames # m_id Set< wxPGProperty > # m_label # m labelPos + GraphicalElement() + Set() + GraphicalElement() + Add() + GraphicalElement() + GetFirst() + Get() + operator=() + ~GraphicalElement() + Has() + GetID() + Empty() + GetLabel() + View() + SetLabel() + operator=() + Draw() + IsEmpty() + Select() + GetSize() + GetType() + operator==() + operator!=() #m_properties GraphicalNode # m type # m nodeType # m bodyColor # m_bodyShape # m_inputRect # m_outputRect # m_position # m_bodySize # m_ioSize # m_labelColor # m_ioColor # m inputs # m outputs + GetType() + GetNodeType() + GraphicalNode() + GraphicalNode() + GraphicalNode() + GraphicalNode() + GraphicalNode() + ~GraphicalNode() + Draw() + MyDraw() and 12 more... # GetOutputPoint() # GetInputPoint() GraphicalSink + GraphicalSink() + GraphicalSink() + MyDraw()