GraphicalElement

+ ms_selectionStateNames
# m_id
# m_label
# m_labelPos

+ GraphicalElement()
+ GraphicalElement()
+ GraphicalElement()
+ operator=()
+ ~GraphicalElement()
+ GetID()
+ GetLabel()
+ SetLabel()
+ Draw()
+ Select()
+ operator==()
+ operator!=()

+element

Selection

+ state

+ Selection()
+ Selection()
+ Selection()
+ operator=()
+ ~Selection()
+ reset()
+ operator->()
+ operator bool()