GraphicalElement

+ ms_selectionStateNames
# m_id
# m_label
# m_labelPos

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

Set< wxPGProperty >

+ Set()
+ Add()
+ GetFirst()
+ Get()
+ Has()
+ Empty()
+ View()
+ operator=()
+ IsEmpty()
+ GetSize()

#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()