

GraphicsObject

```
classDiagram
    class GraphicsObject
    class FlowchartGraphicsItem["Flowchart.FlowchartGraphicsItem"]
    FlowchartGraphicsItem --|> GraphicsObject
```

The diagram shows a class hierarchy. At the top is the 'GraphicsObject' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. Below it are two empty compartments. At the bottom is the 'Flowchart.FlowchartGraphicsItem' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. The middle compartment contains two attributes: '+ chart' and '+ terminals'. The bottom compartment contains four methods: '+ \_\_init\_\_()', '+ updateTerminals()', '+ boundingRect()', and '+ paint()'. A blue arrow with an open triangular head points from the 'Flowchart.FlowchartGraphicsItem' class to the 'GraphicsObject' class, indicating inheritance.

Flowchart.FlowchartGraphicsItem

+ chart  
+ terminals

+ \_\_init\_\_()  
+ updateTerminals()  
+ boundingRect()  
+ paint()