## Generator::GeneratorAlgorithm

- + Generate()
- + ~GeneratorAlgorithm()

## Generator::DelaunayBased GeneratorAlgorithm

- pointCount
- points
- triangulation
- + DelaunayBasedGeneratorAlgorithm()
- + Generate()
- + ~DelaunayBasedGeneratorAlgorithm()
- generatePoints()
- createPolygons()
- calcOutterCircleCenter()
- getSumAngleAroundPoint()
- getAngleOfTriangle()

## Generator::VoronoiBasedGenerator Algorithm

- width
- height
- maxRadius
- centers
- epsilon
- + ~VoronoiBasedGeneratorAlgorithm()
- + Generate()
- equals()
- contains()
- getBisectors()
- getIntersectionPoints()
- getCornersFromIntersection Points()
- getPolyFromCorners()
- isConvex()
- isValidTriangle()
- getPolygons()
- getAllPolygons()
- generateCenters()
- generatePolygons()