Geometry::Polygon - points edges - convex - holes + Polygon() + Polygon() + Polygon() + getPoints() + getEdges() + Area() + addPoint() + addHole() + getHoles() + isPointInside() + isConvex() + exists() + containsPoint() + calcInnerAngle() + beauty() - calculateConvexity() - addEdges() -polygon Data::LayoutData points - triangles - counterTriangles + LayoutData() + getPolygon() + setPolygon() + getTrianglesClockWise() + getTrianglesCounterClockwise() + getPoints() - triangulate() -floor Data::RoomData id walls nextld + RoomData() + operator=() + getFloor()

+ getFloorConst()+ getWalls()+ getId()