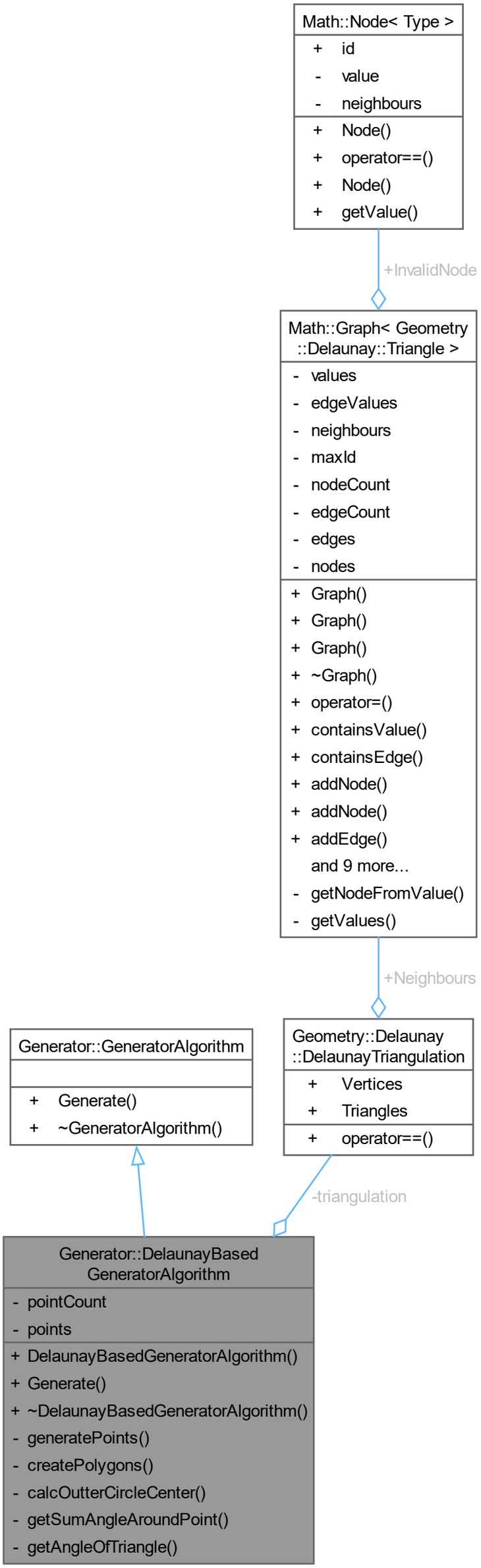
Math::Node< Type >
+ id
- value
- neighbours
+ Node()
+ operator==()
+ Node()
+ getValue()
+InvalidNode
Math::Graph< Geometry ::Delaunay::Triangle >
- values
- edgeValues
- neighbours
- maxId
- nodeCount
- edgeCount
- edges
- nodes
+ Graph()
+ Graph()
+ Graph()
+ ~Graph()
+ operator=()
+ containsValue()
+ containsEdge()
+ addNode()
+ addNode()
+ addEdge()
and 9 more...
- getNodeFromValue()
- getValues()
+Neighbours
Generator::GeneratorAlgorithm
+ Generate()
+ ~GeneratorAlgorithm()
Geometry::Delaunay ::DelaunayTriangulation
+ Vertices
+ Triangles
+ operator==()
-triangulation
Generator::DelaunayBased GeneratorAlgorithm
- pointCount
- points
+ DelaunayBasedGeneratorAlgorithm()
+ Generate()
+ ~DelaunayBasedGeneratorAlgorithm()
- generatePoints()
- createPolygons()
- calcOutterCircleCenter()
- getSumAngleAroundPoint()
- getAngleOfTriangle()