Math::Node< Type > id value neighbours Node() + operator==() Node() getValue() + +InvalidNode Math::Graph< Geometry ::Delaunay::Triangle > values edgeValues neighbours maxld nodeCount edgeCount edges nodes + Graph() + Graph() + Graph() + ~Graph() + operator=() + containsValue() + containsEdge() + addNode() + addNode() + addEdge() and 9 more... getNodeFromValue() getValues() +Neighbours

Geometry::Delaunay ::DelaunayTriangulation + Vertices

Triangle

+ Triangles

+ operator==()