```
Canvas
- height

    width

- data
+ Canvas()
+ drawPixel()
+ save()
+ saveResized()
         -canvas
      Draw
  + totTime

    octant

  + Draw()
  + draw()
  # drawPixel()
  # drawImpl()
 DrawSampling
# WEIGHT
# SUM
# TOT WEIGHT
# LEN
+ DrawSampling()
# genSum()
# drawImpl()
```