Fireworks class hierarchy - with Factory

Provided classes FLTK classes and functions is vector has_color abstract animated **DotFactory** operator++ FI Window concrete dot DotFactory animation_canvas FI_Box rocket **FLTK Drawing Functions** fl_pie() fl_color() fireworks Fl::add_timeout() Fl::repeat_timeout() Legend Uses function in Sub inherits base One has one or more -+-----← One has zero or more instance of Creates FLTK-classes / functions Provided classes Classes using or inheriting, provided and FLTK