```
Canvas
# bestCanvas
# hsvFitnessH
# hsvFitnessS
# hsvFitnessV
+ Canvas()
+ Canvas()
+ ~Canvas()
+ setRGBData()
+ getDataOffset()
+ getRGBData()
+ insideCanvas()
+ rotate2D()
+ savelmage()
+ saveHSVImage()
and 12 more...
# resetNumDrawNodes()
# incrementLines()
# setBackground()
# setBackground Red()
# setBackground Green()
# setBackground Blue()
# getBGColor()
# getbgColor Red()
# getbgColor Green()
# getbgColor Blue()
and 22 more...
     ShroudCanvas
+ lineColor
# reader
+ ShroudCanvas()
+ ShroudCanvas()
+ ~ShroudCanvas()
+ fastColourTechnique3()
+ fastColourTechnique2()
+ fastGrayTechnique()
+ paintCanvas()
+ resetCanvas()
+ swipResetConvas()
+ computeFitness()
and 6 more...
```