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... DecalCanvas + DecalCanvas() + ~DecalCanvas() + paintCanvas() + resetCanvas() + getDecal() + computeStroke()

+ computeFitness()+ getFitness()+ saveImage()