```
BestCanvas
   + BestCanvas()
    + BestCanvas()
    + ~BestCanvas()
   + setRGBPixel()
    + setHSVPixel()
    + getRGBPixel()
    + getHSVPixel()
             #bestCanvas
        Canvas
# 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()
   + savelmage()
```