## Canvas

# bestCanvas
# hsvFitnessH
# hsvFitnessS
# hsvFitnessV

+ Canvas()
+ Canvas()
+ ~Canvas()
+ setRGBData()
+ getDataOffset()
+ getRGBData()
+ insideCanvas()
+ rotate2D()
+ saveImage()
+ saveHSVImage()
and 12 more...
# resetNumDrawNodes()
# incrementLines()
# setBackground()
# setBackground_Red()
# setBackground_Green()
# setBackground_Blue()
# getBGColor()
# getbgColor_Red()
# getbgColor_Green()
# getbgColor_Blue()
and 22 more...

## BezierPathCanvas

+ BezierPathCanvas()
+ ~BezierPathCanvas()
+ paintCanvas()
+ resetCanvas()
+ computeFitness()
+ computeBooleanFitness()
+ getFitness()
+ saveImage()