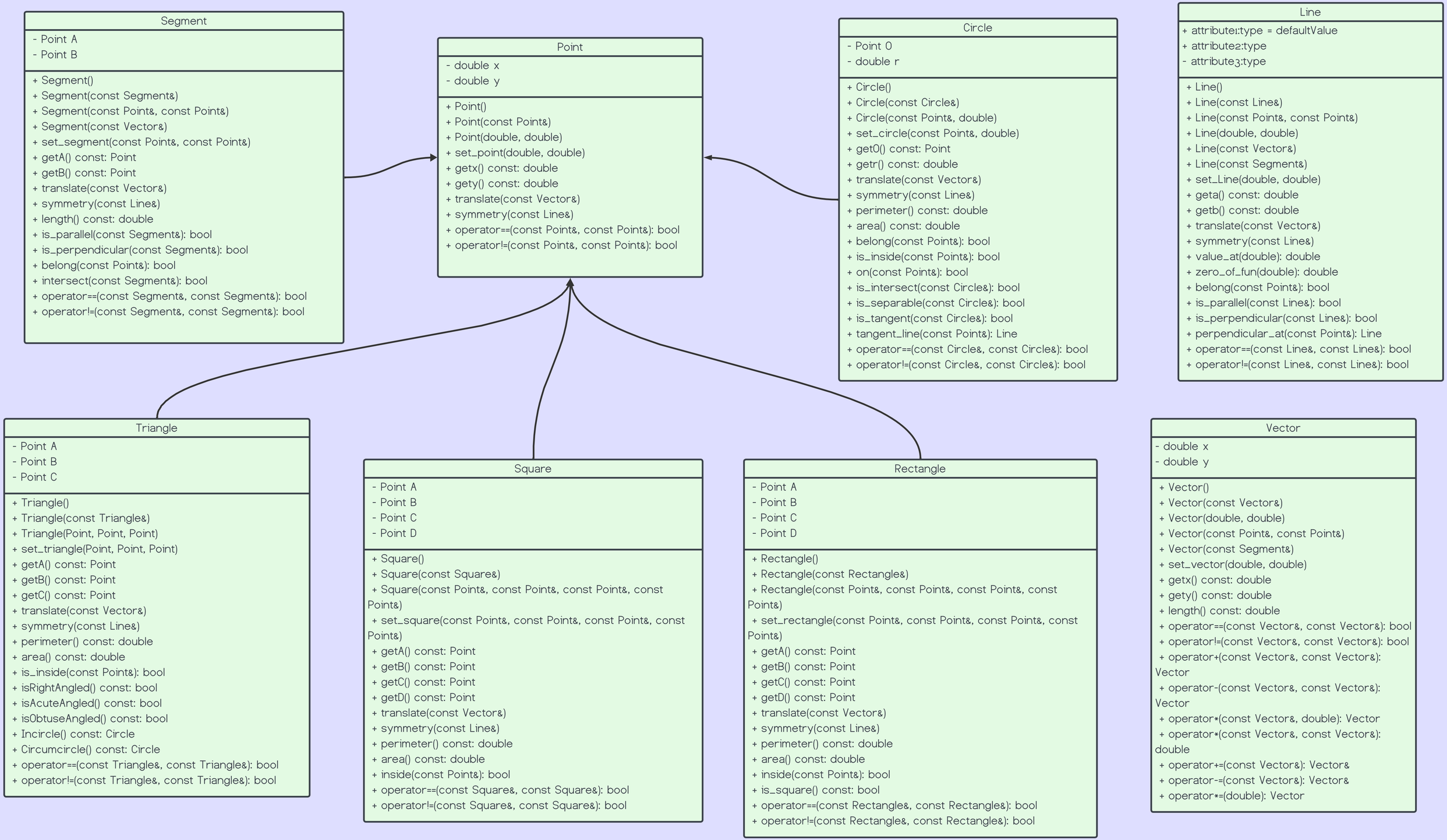
Segment
- Point A
- Point B
+ Segment()
+ Segment(const Segment&)
+ Segment(const Point&, const Point&)
+ Segment(const Vector&)
+ set_segment(const Point&, const Point&)
+ getA() const: Point
+ getB() const: Point
+ translate(const Vector&)
+ symmetry(const Line&)
+ length() const: double
+ is_parallel(const Segment&): bool
+ is_perpendicular(const Segment&): bool
+ belong(const Point&): bool
+ intersect(const Segment&): bool
+ operator==(const Segment&, const Segment&): bool
+ operator!=(const Segment&, const Segment&): bool
Point
- double x
- double y
+ Point()
+ Point(const Point&)
+ Point(double, double)
+ set_point(double, double)
+ getx() const: double
+ gety() const: double
+ translate(const Vector&)
+ symmetry(const Line&)
+ operator==(const Point&, const Point&): bool
+ operator!=(const Point&, const Point&): bool
Circle
- Point O
- double r
+ Circle()
+ Circle(const Circle&)
+ Circle(const Point&, double)
+ set_circle(const Point&, double)
+ getO() const: Point
+ getr() const: double
+ translate(const Vector&)
+ symmetry(const Line&)
+ perimeter() const: double
+ area() const: double
+ belong(const Point&): bool
+ is_inside(const Point&): bool
+ on(const Point&): bool
+ is_intersect(const Circle&): bool
+ is_separable(const Circle&): bool
+ is_tangent(const Circle&): bool
+ tangent_line(const Point&): Line
+ operator==(const Circle&, const Circle&): bool
+ operator!=(const Circle&, const Circle&): bool
Line
+ attribute1:type = defaultValue
+ attribute2:type
- attribute3:type
+ Line()
+ Line(const Line&)
+ Line(const Point&, const Point&)
+ Line(double, double)
+ Line(const Vector&)
+ Line(const Segment&)
+ set_Line(double, double)
+ geta() const: double
+ getb() const: double
+ translate(const Vector&)
+ symmetry(const Line&)
+ value_at(double): double
+ zero_of_fun(double): double
+ belong(const Point&): bool
+ is_parallel(const Line&): bool
+ is_perpendicular(const Line&): bool
+ perpendicular_at(const Point&): Line
+ operator==(const Line&, const Line&): bool
+ operator!=(const Line&, const Line&): bool
Triangle
- Point A
- Point B
- Point C
+ Triangle()
+ Triangle(const Triangle&)
+ Triangle(Point, Point, Point)
+ set_triangle(Point, Point, Point)
+ getA() const: Point
+ getB() const: Point
+ getC() const: Point
+ translate(const Vector&)
+ symmetry(const Line&)
+ perimeter() const: double
+ area() const: double
+ is_inside(const Point&): bool
+ isRightAngled() const: bool
+ isAcuteAngled() const: bool
+ isObtuseAngled() const: bool
+ Incircle() const: Circle
+ Circumcircle() const: Circle
+ operator==(const Triangle&, const Triangle&): bool
+ operator!=(const Triangle&, const Triangle&): bool
Square
- Point A
- Point B
- Point C
- Point D
+ Square()
+ Square(const Square&)
+ Square(const Point&, const Point&, const Point&, const Point&)
+ set_square(const Point&, const Point&, const Point&, const Point&)
+ getA() const: Point
+ getB() const: Point
+ getC() const: Point
+ getD() const: Point
+ translate(const Vector&)
+ symmetry(const Line&)
+ perimeter() const: double
+ area() const: double
+ inside(const Point&): bool
+ operator==(const Square&, const Square&): bool
+ operator!=(const Square&, const Square&): bool
Rectangle
- Point A
- Point B
- Point C
- Point D
+ Rectangle()
+ Rectangle(const Rectangle&)
+ Rectangle(const Point&, const Point&, const Point&, const Point&)
+ set_rectangle(const Point&, const Point&, const Point&, const Point&)
+ getA() const: Point
+ getB() const: Point
+ getC() const: Point
+ getD() const: Point
+ translate(const Vector&)
+ symmetry(const Line&)
+ perimeter() const: double
+ area() const: double
+ inside(const Point&): bool
+ is_square() const: bool
+ operator==(const Rectangle&, const Rectangle&): bool
+ operator!=(const Rectangle&, const Rectangle&): bool
Vector
- double x
- double y
+ Vector()
+ Vector(const Vector&)
+ Vector(double, double)
+ Vector(const Point&, const Point&)
+ Vector(const Segment&)
+ set_vector(double, double)
+ getx() const: double
+ gety() const: double
+ length() const: double
+ operator==(const Vector&, const Vector&): bool
+ operator!=(const Vector&, const Vector&): bool
+ operator+(const Vector&, const Vector&): Vector
+ operator-(const Vector&, const Vector&): Vector
+ operator*(const Vector&, double): Vector
+ operator*(const Vector&, const Vector&): double
+ operator+=(const Vector&): Vector&
+ operator-=(const Vector&): Vector&
+ operator*=(double): Vector