

	Image<T>
#	T x_size
#	T y_size
#	unsigned char min_level
#	unsigned char max_level
#	std::shared_ptr<Pixel<T>> parent_cell
+	Image()
+	Image(T, T, unsigned char, unsigned char)
+	~Image()
+	unsigned int getMinLevel() const
+	unsigned int getMaxLevel() const
+	size_t numberOfPixels() const
+	void clear()
+	void simplifyImage(double)
+	void buildUniform(unsigned char)
+	void createFromFile(std::string)
+	void saveImage(const std::string & filename) const