

	QuadTree <T>
#	const T x_size
#	const T y_size
#	unsigned char min_level
#	unsigned char max_level
#	std::shared_ptr<Cell<T>> parent_cell
#	std::vector<std::shared_ptr<Cell<T>>> getLeaves() const
+	QuadTree(Point<T>, T, T, unsigned char, unsigned char)
+	virtual ~QuadTree()
+	T simpleIntegration(std::function<T(Point<T>>> &) const
+	unsigned getMinLevel() const
+	unsigned getMaxLevel() const
+	size_t numberOfLeaves() const
+	void buildUniform()
+	void buildUniform(unsigned)
+	void clear()
+	void updateWithLevelSet(const LipschitzFunction<T> & )
+	void updateQuadTree(const RefinementCriterion<T> &)
+	void updateQuadTree(const RefinementCriterion<T> &, const unsigned char, const unsigned char)
+	std::vector<Point<T>> getCenters()
+	void exportCentersTikz(const std::string &) const
+	void exportMeshTikz(const std::string &, bool) const
+	T simpleIntegration(const std::function<T(Point<T>>> &) const
+	T thirdOrderGaussianIntegration(const std::function<T(Point<T>>> &) const
+	T simpleIntegration(const std::function<T(std::shared_ptr<Cell<T>>> &) const