	Pixel<T> : public Cell<T>
#	RGBColor field
+	Pixel(Point<T>, T, T, unsigned char)
+	Pixel(Point<T>, T, T, unsigned char, const RGBColor &)
+	virtual ~Pixel()
+	void setField(const RGBColor &)
+	RGBColor getField() const
+	virtual void splitCell() override
+	RGBColor meanField()
+	double stdDevField()
+	virtual void mergeCell() override