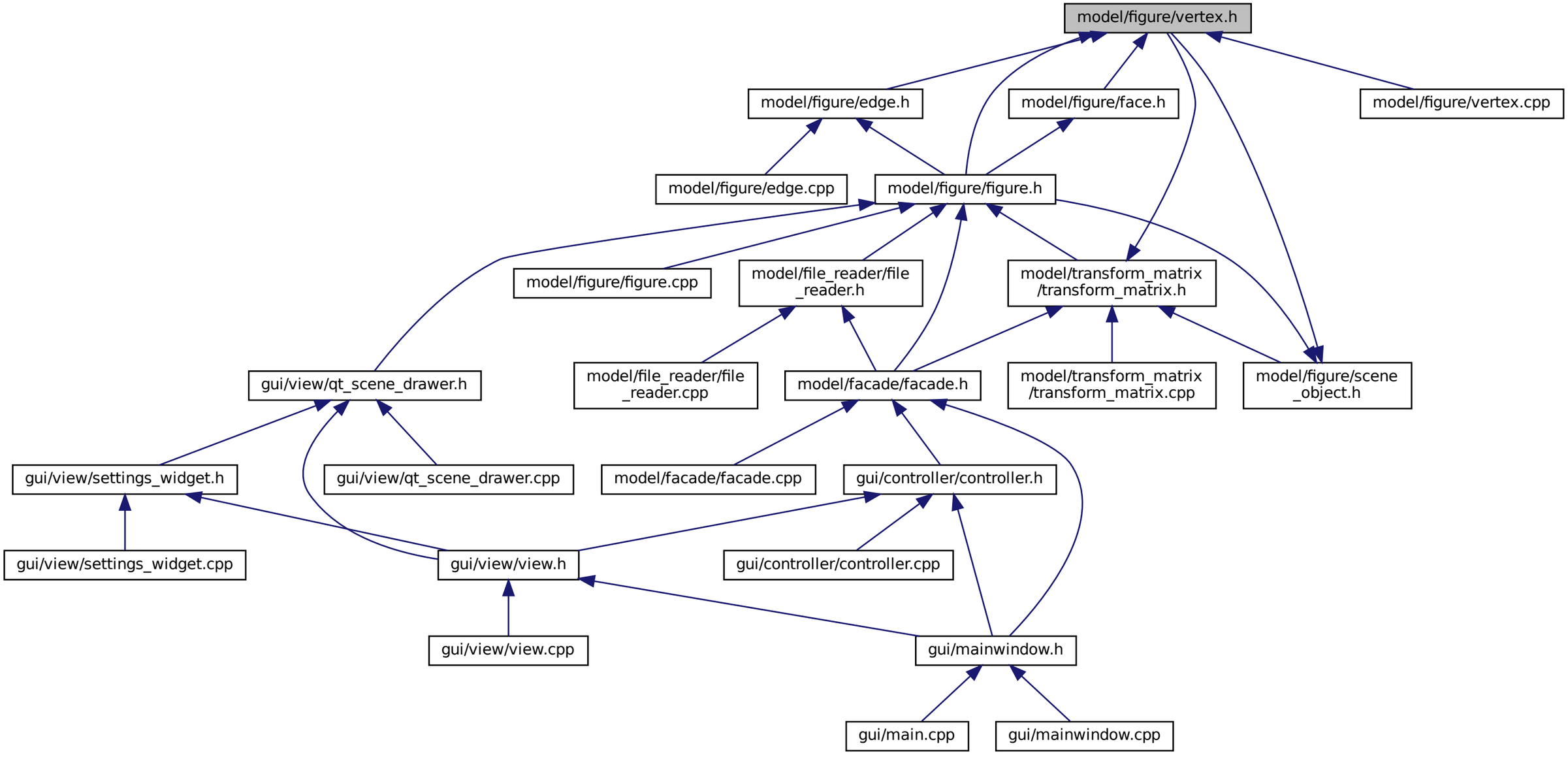
model/figure/vertex.h
model/figure/edge.h
model/figure/face.h
model/figure/vertex.cpp
model/figure/edge.cpp
model/figure/figure.h
model/figure/figure.cpp
model/file_reader/file
_reader.h
model/transform_matrix
/transform_matrix.h
gui/view/qt_scene_drawer.h
model/file_reader/file
_reader.cpp
model/facade/facade.h
model/transform_matrix
/transform_matrix.cpp
model/figure/scene
_object.h
gui/view/settings_widget.h
gui/view/qt_scene_drawer.cpp
model/facade/facade.cpp
gui/controller/controller.h
gui/view/settings_widget.cpp
gui/view/view.h
gui/controller/controller.cpp
gui/view/view.cpp
gui/mainwindow.h
gui/main.cpp
gui/mainwindow.cpp