

Visual event system

<<Interface>>
GeometryObserver

SlotRegisterPoint(Point, int)
SlotPushVisualPoint(Point, Visual::Point, int)
SlotPushVisualSegment(Segment, Visual::Segment, int)
SlotPushVisualTriangle(Triangle, Visual::Triangle, int)
[Corresponding pop methods]

<<Interface>>
ObservableGeometry

AddObserver(GeometryObserver)
SigRegisterPoint(Point, int)
SigPushVisualPoint(Point, Visual::Point, int)
SigPushVisualSegment(Segment, Visual::Segment, int)
SigPushVisualTriangle(Triangle, Visual::Triangle, int)
[Corresponding pop methods]

Visual::Geometry

vector<GeometryObserver>

[GeometryObserver implementation]
[ObservableGeometry implementation]

