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```
VIEW
_H
#define
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VIEW
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#include
lude
<QFrame>
#include
lude
<QGraphicsView>

QT_B
EGIN
_NAM
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CE
clas
s
```

```
QLabel;  
class  
s  
QSlider;  
class  
s  
QPushButton;  
QT_EN  
ND_N  
AMES  
PACE  
  
class  
s  
View  
;
```

```
class
GraphicsView
:
public
QGraphicsView
{
    Q
    _OBJECT
public:
    GraphicsView(View
*v)
:
QGraphicsView(),
view(v)
{ }
```

```
protected:
    #if QT_CONFIG_WHEEL_EVENT
        void wheelEvent(QWheelEvent*) override;
    #endif

private:
    V
```

```
iew
*view;
};

clas
s
View
:
public
QFrame
{
    Q
    _OBJECT
    publ
    ic:
        e
    xplicit
View(const
    QString
    &name,
    QWidget
```

```
*parent
=
nullptr);

    Q
    GraphicsView
    *view()
    const;

public:
    slot
    s:
        v
    oid
    zoomIn(int
    level
    =
    1);
        v
    oid
```

```
zoomOut(int
level
=
1);

priv
ate
slot
s:
    v
oid
resetView();
    v
oid
setResetButtonEnabled();
    v
oid
setupMatrix();
    v
oid
togglePointerMode();
```

```
        v
oid
toggleOpenGL();
        v
oid
toggleAntialiasing();
        v
oid
print();
        v
oid
rotateLeft();
        v
oid
rotateRight();

priv
ate:
    G
raphicsView
*graphicsView;
```



```
    Q  
    Label  
    *label;  
    Q  
    Label  
    *label2;  
    Q  
    ToolButton  
    *selectModeButton;  
    Q  
    ToolButton  
    *dragModeButton;  
    Q  
    ToolButton  
    *openGlButton;  
    Q  
    ToolButton  
    *antialiasButton;  
    Q  
    ToolButton  
    *printButton;
```

```
        Q  
        ToolButton  
        *resetButton;  
        Q  
        Slider  
        *zoomSlider;  
        Q  
        Slider  
        *rotateSlider;  
    };  
  
#end  
if  
//  
VIEW  
_H
```