```
Vector3< float >
 - xc
  уc
 - zc
   Vector3()
 +
 + Vector3()
 + x()
 + setX()
 + y()
 + setY()
 + Z()
 + setZ()
 + length()
 + operator+=()
 + operator-=()
 + operator*=()
 + operator+()
 + operator-()
 + operator-()
+ operator*()
+ operator==()
 + normalized()
 + dot()
 + cross()
           #position
  SceneObject
+ SceneObject()
+ SceneObject()
+ ~SceneObject()
+ getPosition()
+ setPosition()
+ draw()
  transform()
+ isCamera(̈́)
+ isLight()
         Δ
       Light
 # intensity
 + Light()
 + Light()
 + ~Light()
 + draw()
 + transform()
 + isCamera()
 + isLight()
   getIntensity()
 + isPoint()
         Δ
  AmbientLight
  AmbientLight()
   getIntensity()
 + isPoint()
```