Renderer

scale
width
height

+ Renderer()
+ Renderer()
+ setCamera()
+ addLight()
+ start()
+ renderMesh()
+ getRendered()
+ finish()

LightZBufferRenderer

zbuffer
buffer
camera
lights
meshes
currentMesh
projected

+ LightZBufferRenderer()
+ LightZBufferRenderer()
+ ~LightZBufferRenderer()
+ setCamera()
+ addLight()
+ start()
+ renderMesh()
+ getRendered()
+ finish()
# fillTriangle()
# getLeftRightBounds()
# triangleSort()
# calculateIntensity()
# putPixel()
# getBrezenhemX()
# getNormals()
# getZLine()