```
Vector3< float >
 - XC
 - yc
 - 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()
       Light
 # intensity
 + Light()
 + Light()
+ ~Light()
 + draw()
  + transform()
 + isCamera()
 + isLight()
 + getIntensity()
 + isPoint()
    PointLight
 + PointLight()
   ~PointLight()
   getIntensity()
```

isPoint()