```
Vector3< float >
 - xc
 - ус
 - 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()
```