```
Renderer
                           ZBuffer
# scale
# width
                         - buffer
# height

    width

    height

+ Renderer()
+ Renderer()
                         + ZBuffer()
+ setCamera()
                         + setSize()
+ addLight()
                         + init()
+ start()
                         + get()
+ renderMesh()
                         + set()
+ getRendered()
+ finish()
                            #zbuffer
        LightZBufferRenderer
      # buffer
      # camera
      # lights
      # meshes
      # currentMesh
      # projected
      + LightZBufferRenderer()
      + LightZBufferRenderer()
      + ~LightZBufferRenderer()
      + setCamera()
      + addLight()
      + start()
      + renderMesh()
      + getRendered()
      + finish()
      # fillTriangle()
      # getLeftRightBounds()
      # triangleSort()
      # calculateIntensity()
      # putPixel()
      # getBrezenhemX()
      # getNormals()
      # getZLine()
```