```
RAY::Drawables::IDrawable
 + ~IDrawable()
 + drawOn()
RAY::Drawables::ADrawable2D
#
   rotation
#
  scale
  _position
# color
+ ADrawable2D()
+ ADrawable2D()
+ ADrawable2D()
+ ~ADrawable2D()
+ getPosition()
+ getColor()
+ setPosition()
+ setPosition()
+ setColor()
+ drawOn()
+ drawOn()
+ getScale()
+ setScale()
 RAY::Drawables::Drawables2
         D::Triangle
 - _posB
 posC
 + Triangle()
 + Triangle()
 + operator=()
 + ~Triangle()
 + getPositionA()
 + getPositionB()
 + getPositionC()
 + setPositionA()
 + setPositionB()
 + setPositionC()
 + drawOn()
 + drawOn()
```