Camera

*Point getPosition()*

*void setPosition(Point pos)*

*Vector3 getForward()*

*void setForward(Vector3 forward)*

*Vector3 getUpward()*

*void setUpward(Vector3 upward)*

*float getWidth()*

*void setWidth(float width)*

*float getHeight()*

*void setHeight(float height)*

*float getDepth()*

*void setDepth(float depth)*

*void rotate(float angle, Vector3 axis)*

Camera()

Ray

*Point getOrigin()*

*void setOrigin(Point origin)*

*Vector3 getDirection()*

*void setDirection(Vector3 direction)*

*float getDistance(Point p)*

*Point getPoint(float f)*

Ray(Point origin, Vector3 direction)

Vecter3

*void set()*

*void normalize()*

*float length()*

*float sqrLength()*

*float dot()*

*Vector3 cross()*

Vector3()

Vector3(float x, float y, float z)

Primitive

Ray

Vector3

LightSource

PointLight

ParallelLight

RayTracingRenderer

Material

Box

Plane

Sphere

Scene

Canvas

Camera

Renderer

*render()*

*initRenderArea()*

*initCoordinate()*

*init()*