

```
using namespace Z3i;

QApplication application(argc, argv) ;

Point p1( 0, 0, 0 );
Point p2( 5, 5 ,5 );
Point p3( 2, 3, 4 );
Domain domain( p1, p2 );

Viewer3D viewer;
viewer.show();
viewer << domain;
viewer << p1 << p2 << p3;
viewer<< Viewer3D::updateDisplay;

return application.exec() ;
```