RayTracer::IRenderer

+ computeScene()
+ getResult()
+ getScene()
+ initIterators()
+ isGenerationDone()
+ canWrite()
+ isCommand()

RayTracer::FastRenderer

- scene_
- result_
- x
- y
- index
- done_
- canWrite_

+ FastRenderer()
+ ~FastRenderer()
+ traceRay()
+ computeLight()
+ getClosestIntersection()
+ reflectRay()
+ getResult()
+ computeScene()
+ getScene()
+ initIterators()
+ isGenerationDone()
+ isCommand()
+ canWrite()