## RayTracer::IRenderer + computeScene() + aetResult() + getScene() + initIterators() + isGenerationDone() + canWrite() + isCommand() RayTracer::FastRenderer RayTracer::LiveRenderer RayTracer::Renderer - scene - scene - scene - result result - result - X - X - x - V - V - V - index - index - index - done - done - done - canWrite canWrite - canWrite + FastRenderer() + LiveRenderer() + Renderer() + ~FastRenderer() + ~LiveRenderer() + ~Renderer() + traceRav() + traceRav() + traceRav() + computeLight() + computeLight() + computeLight() + getClosestIntersection() + getClosestIntersection() + getClosestIntersection() + reflectRay() + reflectRay() + reflectRay() + getResult() + getResult() + getResult() + computeScene() + computeScene() + computeScene() + getScene() + getScene() + getScene() + initIterators() + initIterators() + initIterators() + isGenerationDone() + isGenerationDone() + isGenerationDone() + isCommand() + isCommand() + isCommand() + canWrite() + canWrite() + canWrite()