## RayTracer::ILight + ~ILight() + isShadowIntersection() + getClosestIntersection() + computeDiffuseLight() + computeSpecular() + computeLight() + computeFast() + parseInfo() RayTracer::ALight # direction # origin # color # intensity # lightVector + ~ALight() + getClosestIntersection() + computeDiffuseLight() + computeSpecular() + isShadowIntersection() RayTracer::AmbientLight + AmbientLight() + AmbientLight() + computeLight() + parseInfo() + computeFast() checkJsonExistence()

checkJsonExistenceLight()