## RayTracer::IEncoder

- + ~IEncoder()
- + encodeOutput()
- + openSupport()
- + canClose()
- + checkEvents()

## RayTracer::SfmlEncoder

- magicNumber\_
- maxValue\_
- result\_window
- window\_ - width
- height
- frameRateLimit\_
- canClose\_
- + SfmlEncoder()
  - + ~SfmlEncoder()
  - + encodeOutput()
  - + clearWindow()
    + renderWindow()
  - + setFrameRateLimit()
  - + loadImage()
  - + displaySfml()
  - + createWindow()
  - + closeWindow()
  - + openSupport()
  - + canClose()
  - + checkEvents()

## RayTracer::Encoder

- result\_
- canClose\_
- + Encoder()
- + ~Encoder()
- + encodeOutput()
  + writeHeaderToPpm()
- + writePixelDataToPpm()
- + openSupport()
- + canClose()
- + checkEvents()