```
RayTracer::IRenderer
  + computeScene()
  + getResult()
  + getScene()
  + initIterators()
  + isGenerationDone()
  + canWrite()
  + isCommand()
   RayTracer::Renderer

    scene

    result

- X

    index

- done
- canWrite
+ Renderer()
+ ~Renderer()
+ traceRay()
+ computeLight()
+ getClosestIntersection()
+ reflectRay()
+ getResult()
+ computeScene()
+ getScene()
+ initIterators()
+ isGenerationDone()
+ isCommand()
+ canWrite()
```