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

+ parseInfo()+ computeFast()- checkJsonExistence()- checkJsonExistenceLight()