```
RayTracer::IParser
+ parse()
+ getPrimitives()
+ getLights()
+ getEncoderName()
+ getRendererName()
+ getOutputFileName()
+ getFastRendererFileName()
+ isFastRendererEnabled()
      RayTracer::Parser

    scene

    importedScene

- cam

    primitives

    lights

    primitiveLoader

    lightLoader

    rendererName

    encoderName

    outputFile_

- fasterRenderEnabled

    fasterRenderName

+ Parser()
+ Parser()
+ ~Parser()
+ parse()
+ getParsedCamera()
+ getPrimitives()
+ getLights()
parseCamera()
parsePrimitive()
parseLight()
parseCorePlugins()

    parseImportedScene()

    parseImportedGlobal()

parseImportedObj()
parseObject()

    loadPrimitive()

loadLight()
getEncoderName()
getRendererName()
getOutputFileName()
getFastRendererFileName()

    isFastRendererEnabled()

    checkJsonExistence()

checkRangeValue()

    checkJsonCamera()

checkJsonGlobal()
```