

RayTracer::IEncoder

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



RayTracer::SfmlEncoder

- magicNumber_
- maxValue_
- result_
- window_
- width_
- height_
- frameRateLimit_
- canClose_

+ SfmlEncoder()
+ ~SfmlEncoder()
+ encodeOutput()
+ clearWindow()
+ renderWindow()
+ setFrameRateLimit()
+ loadImage()
+ displaySfml()
+ createWindow()
+ closeWindow()
+ openSupport()
+ canClose()
+ checkEvents()