```
app::Point4d
+ x
+ y
+ z
+ w
+ Point4d()
+ Point4d()
+ Point4d()
+ operator+=()
+ operator-=()
+ operator*=()
+ operator/=()
+ operator()()
+ operator()()
+ length()
+ normalize()
+ resize()
+ is collinear()
         +a
         +b
         +c
app::Triangle4d

    color

+ Triangle4d()
+ get points()
+ get_color()
```