```
app::Matrix< 4.4 >
                      - data
 app::Point4d
                       + Matrix()
+ x
                       + Matrix()
+ y
                       + Matrix()
+ z
                       + Matrix()
+ w
                       + Matrix()
                       + Matrix()
+ Point4d()
                       + Matrix()
+ Point4d()
                       + operator()()
+ Point4d()
                       + operator()()
+ operator+=()
                       + operator+=()
+ operator-=()
                       and 10 more...
+ operator*=()
                       + identity_matrix()
+ operator/=()
                      + construct_moving_matrix()
+ operator()()
                       + construct rotation
+ operator()()
                       matrix()
+ length()
                      swap rows()
+ normalize()
                      - multiply_row()
+ resize()
                      - multiply then substract row()
+ is collinear()
                      find optimal row()
                      clear column()

    convert to upper triangular()

                                     -camera rotation
                  -kRightPoint
                                   transform to camera
                  -kLeftPoint
                                           space
                  -focus point
                                  -transform space
                                        to screen
                 app::Camera

    kScreenHeight

    kScreenWidth

    kClippingPlaneDistance

          + Camera()
          + transform to cameras
           coordinates()
          + transform to screen()
          + project on screen()
          + get z value()
          + rotate()
          + get min z value()
          + move()
          + get clipping plane
          distance()
          + get_rotation()
          - create transformation
           matrixes()
```