

DrawPicture

- + draw(background: vector3d, spheres: vector<Sphere>, light: Light, cam: Camera)
- + reflection(pnt: vector3d, cCent: vector3d, norm: vector3d, ray: vector3d, sphere: Sphere, coef: double): double + illumination(pnt: vector3d, pix: vector3d, light: Light, sphere: Sphere, cCent: vector3d)