

/home/runner/work/Raytracer  
/Raytracer/PluginsExt/Sphere  
/SphereEntity.hpp

IPrimitive.hpp

ILogger.hpp

Transform.hpp

IEntity.hpp

optional

IMaterial.hpp

string

ITransform.hpp

Ray.hpp

Color.hpp

IDisplayable.hpp

Vector3f.hpp

mutex

vector

ISetting.hpp

ostream

libconfig.h++

memory