```
RayTracer::Scenes::
IDisplayable

+ getLightList()
+ getLightList()
+ getPrimitiveList()
+ getPrimitiveList()
+ getAmbientLight()
+ getAmbientLight()
```

```
RayTracer::Scenes::
Displayable

- _lights
- _primitives

+ getLightList()
+ getLightList()
+ getPrimitiveList()
+ getPrimitiveList()
+ getAmbientLight()
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```