```
RayTracer::Display
   ::IDisplayModule
 + ~IDisplayModule()
 + tick()
 + event()
 + start()
 + end()
 + getName()
RayTracer::Display
    ::CanvasModule
  scene
  position
  font
  clock
+ CanvasModule()
+ tick()
+ event()
+ start()
+ end()
+ getName()
resizeWindow()
execlfReady()
goToNextCamera()
- goToPreviousCamera()
addFocalLength()
removeFocalLength()
- goLeft()
- goRight()
goForward()
- goBackward()
- goUp()
goDown()
```