```
RayTracer::Display
   ::IDisplayModule
 + ~IDisplayModule()
 + tick()
 + event()
 + start()
 + end()
 + getName()
RayTracer::Display
    ::CanvasModule
 scene
 position
 font
  clock
 isScreenShot
 nbPrinted
+ CanvasModule()
+ tick()
+ event()
+ start()
+ end()
+ getName()
resizeWindow()
execlfReady()
goToNextCamera()
goToPreviousCamera()
addFocalLength()
- removeFocalLength()
qoLeft()
- goRight()
qoForward()
goBackward()
qoUp()
- goDown()
resetCluster()
```