```
RayTracer::Scenes::
    IDisplayable
+ getLightList()
+ getLightList()
+ getPrimitiveList()
+ getPrimitiveList()
+ getAmbientLight()
+ getAmbientLight()
RayTracer::Scenes::
    Displayable
 lights
 primitives
```

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