RayTracer::Display ::IDisplayModule + ~IDisplayModule() + tick() + event() + start() + end() + getName() RayTracer::Display ::CanvasModule RayTracer::Display _isScreenShot ::ProgressModule window + CanvasModule() ⁻logger message font clock + ProgressModule() + tick()

+ start() + end()+ getName() - resizeWindow() execlfReady() - goToNextCamera() goToPreviousCamera() addFocalLength() - removeFocalLength() - goLeft() - goRight()

scene position font - clock

nbPrinted

+ tick()

+ event()

- goForward() goBackward()

- goUp() goDown() resetCluster() + event() + start() + end() + getName() info()