```
RayTracer::Entities
         ::IEntity
   + ~IEntity()
   + getTransform()
   + getTransform()
   + getType()
  RayTracer::Entities
       ::IPrimitive
  + ~IPrimitive()
  + getColor()
  + isCollided()
  + isCollided()
  + redirectionLight()
RayTracer::PluginsExt
::Cylinder::CylinderEntity
  transform
 direction
 radius
 logger
  material
+ CylinderEntity()
+ getType()
+ getTransform()
+ getTransform()
+ isCollided()
+ isCollided()
+ getColor()
+ redirectionLight()
```