```
RayTracer::Entities
"Transform" ITransform
+ ~ITransform()
+ setPosition()
+ getPosition()
+ setRotation()
+ getRotation()
+ setScale()
+ getScale()
+ operator=()
RayTracer::Entities
::Transform::Transform
  position
  rotation
  scale
+ Transform()
+ setPosition()
+ getPosition()
+ setRotation()
+ getRotation()
+ setScale()
+ getScale()
+ operator=()
```