```
double
 RayTracer::Entities
 ::Transform::Vector3f
 + ~Vector3f()
 + Vector3f()
 + Vector3f()
 + Vector3f()
 + Vector3f()
 + operator+()
 + operator-()
 + operator*()
 + operator/()
 + operator=()
 + getX()
 + getY()
 + getZ()
 + getNorm()
 + getNormalized()
 + getCrossed()
 + dot()
 + getDistance()
 + toDegrees()
 + toRadians()
 + rotateVector()
 + getAngle()
 + rotateX()
 + rotateY()
 + rotateZ()
              normal
              _origin

    step

RayTracer::Images::Ray
+ Ray()
+ getOrigin()
+ getDirection()
+ getStep()
+ operator+=()
+ operator-=()
+ operator++()
+ operator--()
```