```
RayTracer::Entities
      ::IMaterial
 + ~IMaterial()
 + getColor()
 + setColor()
 + redirectionLight()
RayTracer::PluginsExt
::Mirror::MirrorMaterial
 color
 _ambient
 _diffuse
 _specular
 shininess
 transparency
+ MirrorMaterial()
+ getColor()
+ setColor()
+ redirectionLight()
- randomDouble()
getNextColor()
```