```
double
             std::mutex
        а
        b
                    mutex
RayTracer::Images::
        Color
+ ~Color()
+ Color()
+ Color()
+ Color()
+ operator+()
+ operator-()
+ operator*()
+ operator/()
+ operator=()
+ operator[]()
+ operator[]()
+ set()
+ applyAlpha()
+ mergeColor()
+ applyDistance()
+ toSfColor()
+ toString()
```