```
Vec3f
+ Vec3f()
+ Vec3f()
+ Vec3f()
+ Vec3f()
+ ~Vec3f()
+ Get()
+ operator[]()
+ x()
+ y()
+z()
and 20 more...+ Add()
+ Sub()
+ Mult()
+ CopyScale()
+ AddScale()
+ Average()
+ WeightedSum()
+ Cross3()
+ Min()
+ Max()
            diffuseColor
       Material
 # diffuseColor
 + Material()
 + ~Material()
 + getDiffuseColor()
```