```
Light::ParallelogramLight
 + corner
 + v1
 + v2
 + normal
 + emission
 + textured
               -m parallelogramLight
            Light
- m geometryInstance
- m lightMaterial

    m pgram intersection

- m pgram bounding box

    m trans

    m geometryGroup

    m acceleration

- m points
+ Light()
+ ~Light()
+ createParollelogramLight()
+ getGeometryInstance()
+ getParallelogromLight()
+ getMaterial()
+ setTrans()
+ getGeomAndTrans()
+ getAcceleration()

    createParallelogram()
```