Point3D

+ Point3D()
+ Point3D()
+ Point3D()
+ operator-()
+ operator-()
+ operator+()
+ operator-()
+ operator*()
+ operator==()
+ distance()
and 6 more...

+min_point
+max_point

Bounding_box

+ Bounding_box()
+ Bounding_box()
+ hit()
+ hit()