Point3D

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

+center

Receiver

+ id
+ Bandwidth
+ center_freq
+ Resolution
+ boundary_radius

+ Receiver()
+ Receiver()
+ get_Boundary()
+ get_sampling_rate()
+ get_frame_data()
+ save_ray_toFrame()
+ save_to_file()