Math::Point3D

- x
- y
- z

+ Point3D()
+ Point3D()
+ ~Point3D()
+ getX()
+ getY()
+ getZ()
+ setX()
+ setY()
+ setZ()
+ normalize()
  and 9 more...

Color

- _red
- _green
- _blue
- _transparency

+ Color()
+ ~Color()
+ Color()
+ Color()
+ operator=()
+ setTransparency()
+ getRed()
+ getGreen()
+ getBlue()
+ getTransparency()

-_origin   -_color

Ray

- _direction
- _intensity

+ Ray()
+ Ray()
+ Ray()
+ ~Ray()
+ setOrigin()
+ setDirection()
+ setColor()
+ setIntensity()
+ getOrigin()
+ getDirection()
+ getColor()
+ getIntensity()