Scene

- _camera
- _primitives

+ Scene()
+ Scene()
+ ~Scene()
+ getCamera()
+ getPremitives()
+ camereaWidth()
+ camereaHeight()
+ setCamera()
+ setPremitives()

FactoryManager

- _primitiveFactory
- _cameraFactory
- _materialLoader
- _primitives
- _camera

+ FactoryManager()
+ ~FactoryManager()
+ getPrimitiveFactory()
+ getCameraFactory()
+ initializeFactories()
+ createObjectsFromConfig()
+ getPrimitives()
+ getCamera()

GraphicMode

- _window
- _image
- _texture
- _title
- _width
- _height
- _renderingComplete

+ GraphicMode()
+ ~GraphicMode()
+ getWindow()
+ getImage()
+ getRenderingComplete()
+ setWindow()
+ setRenderingComplete()
+ updateTexture()
+ display()
+ operator=()

-_scene   -_factoryManager   -_display

Raytracer

- graphicMode
- debugMode
- _scenefile
- _outputfile
- _outputformat
- image

+ Raytracer()
+ ~Raytracer()
+ getSceneFile()
+ getOutputFile()
+ getOutputFormat()
+ getImage()
+ getGraphicMode()
+ isDebug()
+ getScene()
+ setSceneFile()
  and 19 more...