#### ObjectErrorHandling

- \_shapeDefinitions
- \_propertyTypeMap
- + ObjectErrorHandling()
- + ~ObjectErrorHandling()
- + checkArrayValidity()
- + checkGroupValidity()
- + checkListValidity()
- + checkValueValidity()
- + verifyObjectValidity()
- + setShapeDefinitions()
- + setPropertyTypeMap()
- getDataTypeName()
- getShapeDefinition()
- isParameterValid()
- isParameterMandatory()
- isParameterOptional()
- checkParameterType()
- isValueTypeValid()
- checkSimpleValueValidity()
- checkVector2DValueValidity()
- checkVector3DValueValidity()
- checkMandatoryParameters()
- checkOptionalParameters()
- checkUnknownParameters()

#### errorHandler

## ConfigNode

- + children
- + value
- + isValue
- + type
- + \_name
- + ConfigNode()
- + ~ConfigNode()
- + hasChild()
- + getValue()

## ConfigParser

- file
- + ConfigParser()
- + ~ConfigParser()
- + loadConfig()
- # buildConfigTree()
- handleGroupType()
- handleArrayType()
- handleListType()
- handleValueType()

#### ObjectConstructor

- \_propertyTypeMap
- \_objects
- \_shapeDefinitions
- + ObjectConstructor()
- + ~ObjectConstructor()
- + createObject()
- + createObjects()
- + verifyObjectValidity()
- + getObjects()
- + printObjectMap()
- + createMaterials()
- fillObject()
- handleSimpleValue()
- handleVector2DValue()
- handleVector3DValue()
- convertValue()
- initShapeDefinitions()

-rootNode -configParser

objectConstructor

# Parser

- + Parser()
- + Parser()
- + ~Parser()
- + loadConfig()
- + parse() + getObjects()
- + getRootNode()
- + printMap()
- importScene()
- isValidFilePath()
- loadImportedScene()
- importObjectsFromScene()