IPrimitives

+ ~IPrimitives()
+ distance()
+ getType()
+ getPosition()
+ getRotation()
+ getScale()
+ getMaterial()
+ setPosition()
+ setRotation()
+ setScale()
+ setMaterial()

Math::Point3D

- x
- y
- z

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

Math::Rot3D

+ x_pitch
+ z_yaw
+ y_roll

+ Rot3D()
+ Rot3D()
+ toVector()
+ operator+()
+ operator+=()
+ operator-()
+ operator-=()
+ operator-()
+ toUnitVector()
+ rotate()
  and 6 more...

Color

- _red
- _green
- _blue
- _transparency

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

#position   #_rotation   #_color

APrimitives

scale
material
_scales
_graph

+ APrimitives()
+ APrimitives()
+ ~APrimitives()
+ distance()
+ getType()
+ getPosition()
+ getRotation()
+ getScale()
+ getMaterial()
+ setPosition()
  and 12 more...

Cylinder

- _baseRadius
- _height
- _distance

+ Cylinder()
+ Cylinder()
+ ~Cylinder()
+ setBaseRadius()
+ setHeight()
+ getBaseRadius()
+ getHeight()
+ getType()
+ distance()