Math::Point3D

- x
- y
- z

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

+_origin

Rectangle3D

+ _bottom_side
+ _left_side

+ Rectangle3D()
+ Rectangle3D()
+ ~Rectangle3D()
+ getWidth()
+ getHeight()
+ pointAt()