```
IPrimitives
 + ~IPrimitives()
 + distance()
 + getType()
 + getPosition()
 + getRotation()
 + getScale()
 + getMaterial()
 + setPosition()
 + setRotation()
 + setScale()
 + setMaterial()
   APrimitives
# position
 # _rotation
 # scale
 # material
 # _color
   _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()
```