```
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()
       +_origin
                 + Rectangle3D()
                 + ~Rectangle3D()
                 + getWidth()
                 + getHeight()
                 + pointAt()
   Camera
# width
# height
# fieldOfView
# _rotation
# position
+ Camera()
+ Camera()
+ Camera()
+ ~Camera()
+ operator=()
+ ray()
+ getRotation()
+ getScreen()
+ getPosition()
+ getWidth()
```

and 7 more...