```
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...
    Sphere
   distance
    radius
  + Sphere()
  + Sphere()
  + ~Sphere()
  + distance()
```

+ getType()