#### **IPrimitives**

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

## Math::Point3D

- X
- у
- 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...