## Color - \_red - \_green - \_blue - \_transparency + Color() + ~Color() + Color() + Color() + operator=() + setTransparency() + getRed() + getGreen() + getBlue() + getTransparency()

+OptionalColor1 +OptionalColor2

## Material + ambient + diffuse + specular + shininess + scale + reflectivity + transparency + refractiveIndex + opacity + colorTexture + normalMap + materialType + Material() + Material()