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

+_color

PixelInfo
+ _normalizedVector
+ _distance
+ _isHit
+ _pos