```
Camera
  + Camera()
  + generateRay()
  + getTMin()
  + glInit()
  + glPlaceCamera()
  + dollyCamera()
  + truckCamera()
  + rotateCamera()
  + getCameraType()
  PerspectiveCamera
 PerspectiveCamera()
+ generateRay()
+ setRatio()
+ glInit()
+ glPlaceCamera()
+ dollyCamera()
+ truckCamera()
+ rotateCamera()
+ getCameraType()
+ getTMin()
```