```
Vec3f
  + Vec3f()
  + Vec3f()
  + Vec3f()
  + Vec3f()
  + ~Vec3f()
  + Get()
  + operator[]()
  + x()
  + y()
  + z()
  and 21 more...
  + Add()
  + Sub()
  + Mult()
  + CopyScale()
  + AddScale()
  + Average()
  + WeightedSum()
  + Cross3()
  + Min()
  + Max()
           #diffuseColor
     Material
+ Material()
+ Material()
+ ~Material()
+ getDiffuseColor()
  Shade()
+
  glSetMaterial()
   PhongMaterial
```

+ PhongMaterial()

+ glSetMaterial()

+ Shade()