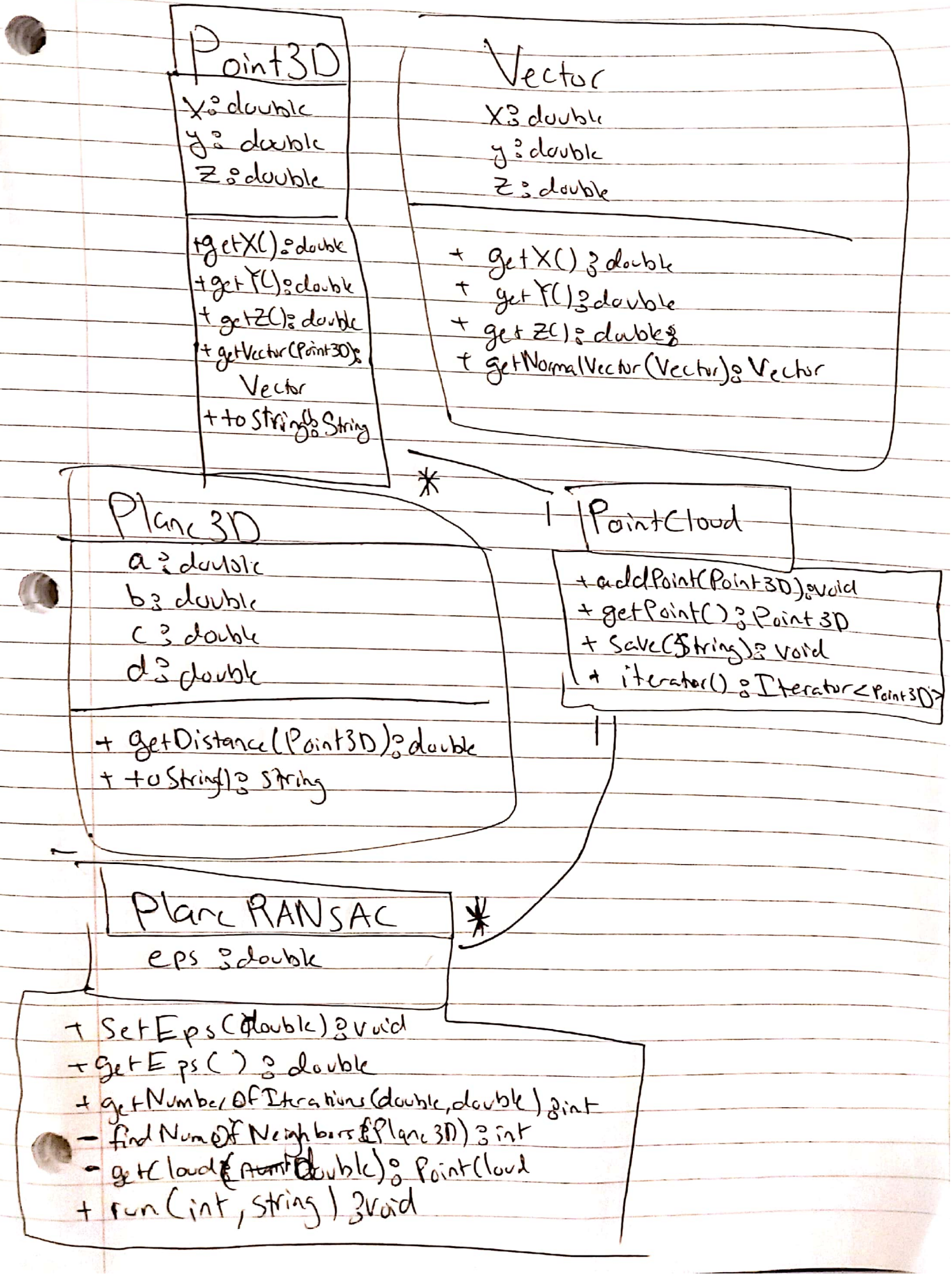
Point3D
x: double
y: double
z: double
+getX(): double
+getY(): double
+getZ(): double
+getVector(Point3D): Vector
+toString(): String
Vector
X: double
y: double
z: double
+ getX(): double
+ getY(): double
+ getZ(): double
+ getNormalVector(Vector): Vector
Plane3D
a: double
b: double
c: double
d: double
+ getDistance(Point3D): double
+ toString(): String
PointCloud
+ addPoint(Point3D): void
+ getPoint(): Point3D
+ save(String): void
+ iterator(): Iterator<Point3D>
PlaneRANSAC
eps: double
+ SetEps(double): void
+ getEps(): double
+ getNumberOfIterations(double, double): int
- findNumOfNeighbors(Plane3D): int
- getCloud(double): PointCloud
+ run(int, String): void
*
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*
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