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Cameras and Projections

**CameraApplication class that derives from the Application class**

I created an Application class that contains protected pure virtual methods for startup, shutdown, update, and draw. The Application class also contains a run method and a clearScreen method. My CameraApplication class derives from the Application class and I have written override functions for all the pure virtual functions in the application class. Since my CameraApplication class derives from the Application class, I must override all pure virtual functions. The CameraApplication class has access to all non-pure virtual functions and so, I do not have to overwrite them. Instead the CameraApplication class will use the code that was already written for those methods. This gives me the ability to create different applications, that derive from the Application class, with different functionality.