## CollisionPoint

+points: vec3[2]

+normal: vec3

+penetration: float

+objects: *PhysicsObject[2]

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+CollisionPoint(in other:CollisionPoint)

+CollisionPoint(in point1:vec3,in point2:vec3,
                in normal:vec3,in penetration:float)

+reverse(): CollisionPoint

+toString(): string

## Contact

-localPoints: vec3[2]

-matContactToWorld: mat3

-matWorldToContact: mat3

-closingVelocityWorld: vec3

-closingVelocityContact: vec3

-ContactID: unsigned int

-restitutionCoef: float

-frictionCoef: float

-desiredDeltaVelocity: float

-timestamp: unsigned int

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+Contact(in collisionPoint:CollisionPoint)

+setContactInfo(in point1:vec3,in point2:vec3,
                in normal:vec3,in penetration:float,
                in obj1:*PhysicsObject,in obj2:*PhysicsObject)

+toString(): string

-computeDerivedData(): void