```
Vec3
   + X
   + Y
   + Z
   + Vec3()
   + Vec3()
   + clear()
   + setX()
   + setY()
   + setZ()
   + getX()
   + getY()
   + getZ()
   + dotProd()
   and 14 more...
               -Up
            Direction
            -Target
            -Position
       Camera

    Speed

- X_degree_difference

    Y degree difference

+ GetPosition()
+ GetUp()
+ GetDirection()
+ GetSide()
+ GetTarget()
+ SetPosition()
+ SetUp()
+ SetTarget()
+ SetDirection()
+ GetSpeed()
and 7 more...
+ Instance()

    UpdateRotation()

Camera()

    ~Camera()
```