

CollectorType

```
classDiagram
    class CollectorType {
    }
    class AllHitCollisionCollector {
        +mHits
        +Reset()
        +AddHit()
        +Sort()
        +HadHit()
    }
    AllHitCollisionCollector --|> CollectorType
```

AllHitCollisionCollector  
< CollectorType >

+ mHits

+ Reset()

+ AddHit()

+ Sort()

+ HadHit()