class Class Model

AbsObjet3D

+ *AbsObjet3D(): Objet3DIterator*
+ *addChild(): void*
+ addTriangle(): void
+ *begin(): Objet3DIterator*
+ *cbegin(): Objet3DIterator_const*
+ cend(): Objet3DIterator_const
+ *cloner(): AbsObjet3D**
+ *end(): Objet3DIterator*
+ *removeChild(): Objet3DIterator_const*
+ *removeTriangle(): TriangleIterator_const*
+ *triangle_begin(): TriangleIterator*
+ *triangle_cbegin(): TriangleIterator_const*
+ *triangle_cend(): TriangleIterator_const*
+ triangle_end(): TriangleIterator

Objet3DPart

- m_triangles: TriangleContainer

+ *addChild(): void*
+ addTriangle(): void
+ *begin(): Objet3DIterator*
+ *cbegin(): Objet3DIterator_const*
+ cend(): Objet3DIterator_const
+ *cloner(): AbsObjet3D**
+ *end(): Objet3DIterator*
+ *Objet3DPart()*
+ *removeChild(): Objet3DIterator_const*
+ *removeTriangle(): TriangleIterator_const*
+ *triangle_begin(): TriangleIterator*
+ *triangle_cbegin(): TriangleIterator_const*
+ *triangle_cend(): TriangleIterator_const*
+ triangle_end(): TriangleIterator

Objet3DComposite

- m_objets: Objet3DContainer

+ *addChild(): void*
+ addTriangle(): void
+ *begin(): Objet3DIterator*
+ *cbegin(): Objet3DIterator_const*
+ cend(): Objet3DIterator_const
+ *cloner(): Objet3DComposite**
+ *end(): Objet3DIterator*
+ *Objet3DComposite()*
+ *removeChild(): Objet3DIterator_const*
+ *removeTriangle(): TriangleIterator_const*
+ *triangle_begin(): TriangleIterator*
+ *triangle_cbegin(): TriangleIterator_const*
+ *triangle_cend(): TriangleIterator_const*