class Class Model AbsObjet3D + AbsObjet3D(): Objet3Dlterator + addChild(): void + addTriangle(): void + begin(): Objet3Dlterator + cbegin(): Objet3Diterator_const + cend(): Objet3Diterator_const + clonen): AbsObjet3D* + end(): Objet3Diterator + removeChild(): Objet3Dlterator_const + removeTriangle(): TriangleIterator_const + triangle_begin(): TriangleIterator + triangle_cbegin(): TriangleIterator_const + triangle_cend(): TriangleIterator_const + triangle_end(): TriangleIterator Objet3DComposite Objet3DPart m_objets: Objet3DContainer m_triangles: TriangleContainer + addChild(): void + addChild(); void + addTriangle(): void + addTriangle(): void + begin(): Objet3Diterator + begin(): Objet3Dlterator + cbegin(): Objet3Dlterator_const + cend(): Objet3DIterator const + cbegin(): Objet3Dlterator_const + cloner(): Objet3DComposite* + cend(): Objet3DIterator_const + cloner(): AbsObjet3D* + end(): Objet3Diterator + Objet3DComposite() + end(): Objet3Dlterator + removeChild(): Objet3Dlterator_const + Objet3DPart() + removeTriangle(): TriangleIterator_const + removeChild(): Objet3Dlterator_const + removeTriangle(): Trianglelterator_const + triangle_begin(): TriangleIterator + triangle_cbegin(): Trianglelterator_const + triangle_begin(): TriangleIterator + triangle_cend(): Trianglelterator_const + triangle_cbegin(): Trianglelterator_const + triangle_cend(): Trianglelterator_const + triangle_end(): TriangleIterator