```
sys = prg.system()
sys.addStar(...        → limbdarkem.
                         R*, M*, T*, g*
sys.addPlanet(primary          ← Rotation (Rositer-Mclaurin)
                               ← Shape
                               ← Map → p.spangles
                               ← moon
                               ← orbitalelements
                               ← Physical prop.
                               ← Shape: sphere, ellipsoid
    sys.planets[Ø].addRing
sys.addRing(primary,           ← gaps: #, position
sys.addRing(moon,
sys.addObserver(object.        → tipos: - fijo remoto  → coordinates (elev., azimuth)
                                        - Mueve objeto
                                        - kepleriano (a, e, i)
prg.PlotOrbit(                 ← likerebound
sys.snapshot(object            ← Show discretization state
sys.photoObject(objet
                                 sys.lightCurve3D( )
→ All Rebound options: center, integrator, units
sys.integrate(                 ) ← Rebound + Photometry
→ p = sys.planets[Ø]
L = p.calcLight(               ) ← Wavelength, Polarization
```

p.spangles

Clase objeto

→ type spangle:
- Law of reflection
- Law of transm. scattering

$$L(t) = R + \sum R_{ij} - T + S$$

(shadow)