

Subject

<<interface>>

void registerObserver(Observer\* observer) void notifyObservers(float aspectRatio, vector<Light>& lights)

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## Camera

glm::vec3 Position glm::vec3 Target glm::vec3 Up glm::vec3 Right glm::vec3 WorldUp float Yaw float Pitch float MovementSpeed float MouseSensitivity float Fov vector<Observer\*> observers

Camera(glm::vec3 position, glm::vec3 up, float yaw, float pitch)
void registerObserver(Observer\* observer)
void notifyObservers(float aspectRatio, vector<Light>& lights)
glm::mat4 GetViewMatrix()
void ProcessKeyboardMovement(const char direction, float aspectRatio, vector<Light> lights)