

OpticalComponent< T, U >

- + OpticalComponent(std ::unique_ptr< OpticalSurface < T, U > > surface, OpticalComponent Type type)
- + virtual ~OpticalComponent ()=default
- + const vec3< T > & getPosition
 () const
- + const vec3< T > & getNormal () const
- + OpticalSurface< T,U > * getSurfacePtr()
- + OpticalComponentType getType() const
- + virtual void handleLight (Ray< T, U > &ray, const vec3< T > &intersectionPoint)=0

Mirror< T, U >

- + Mirror(std::unique
 _ptr< OpticalSurface
 < T, U >> surface)
- + virtual ~Mirror()=default
- + virtual void handleLight
 (Ray< T, U > &ray, const
 vec3< T > &intersectionPoint)
 override=0
- # void reflect(Ray< T,
 U > &incidentRay, const
 vec3< T > &normal, const
 vec3< T > &intersectionPoint)