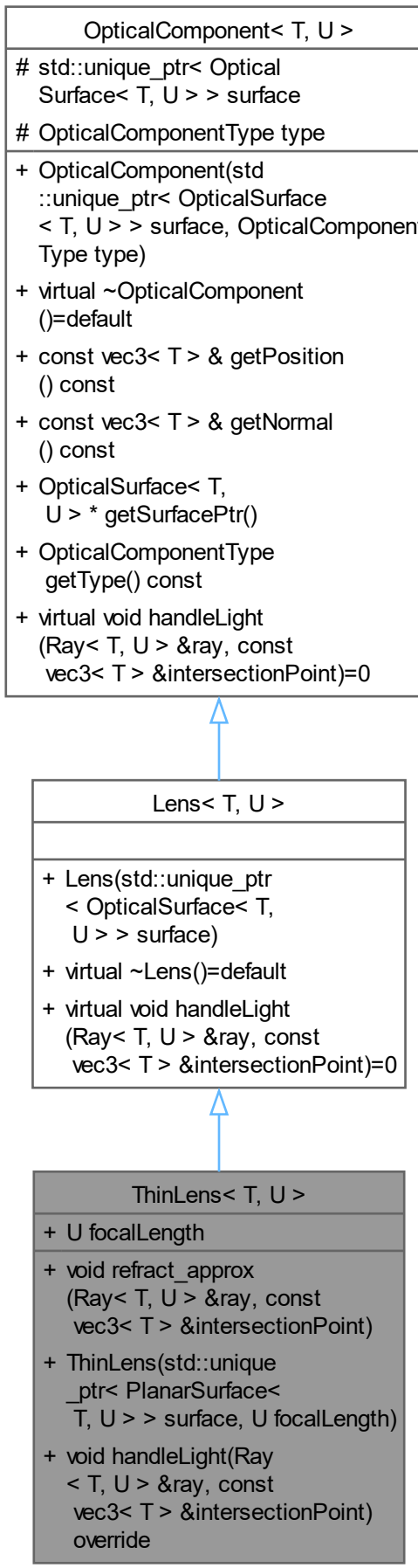
OpticalComponent< T, U >
std::unique_ptr< Optical Surface< T, U > > surface
OpticalComponentType type
+ OpticalComponent(std ::unique_ptr< OpticalSurface < T, U > > surface, OpticalComponent Type type)
+ virtual ~OpticalComponent ()=default
+ const vec3< T > & getPosition () const
+ const vec3< T > & getNormal () const
+ OpticalSurface< T, U > * getSurfacePtr()
+ OpticalComponentType getType() const
+ virtual void handleLight (Ray< T, U > &ray, const vec3< T > &intersectionPoint)=0
Lens< T, U >
+ Lens(std::unique_ptr < OpticalSurface< T, U > > surface)
+ virtual ~Lens()=default
+ virtual void handleLight (Ray< T, U > &ray, const vec3< T > &intersectionPoint)=0
ThinLens< T, U >
+ U focalLength
+ void refract_approx (Ray< T, U > &ray, const vec3< T > &intersectionPoint)
+ ThinLens(std::unique _ptr< PlanarSurface< T, U > > surface, U focalLength)
+ void handleLight(Ray < T, U > &ray, const vec3< T > &intersectionPoint) override