

## 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

## 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