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Render( ) in the Render.cpp: Paste ray generation code from last assignment

rayTriangleIntersect in Triangle.cpp: Paste ray-triangle intersection function from last assignment

IntersectionP in Bounds3.hpp: implement the boundingbox-ray intersection. Find the t_enter = min of t_max and t_exit = max of t_min. Intersect only if t_enter<t_exit and t_exit > 0

getIntersection in BVH.cpp: recursively test if a bounding box intersect with the ray. If not or is leaf return emtpy, else return the node with shorter distance.

I also modified the triangle.hpp Intersection function to test if a point is in a triangle or not.