

## SceneLoader

xml:Document  
scene:Scene  
options:Options  
dir:File  
map:HashMap

+SceneLoader  
+buildScene:Scene  
+addobject:void  
+addlight:void  
+addcamera:void  
+addsphere:void  
+addcylinder:void  
+addplane:void  
+addunion:void  
+addintersection:void  
+adddifference:void  
+addbackground:void  
-surfaceElementToShader:Shader  
-handlePosition:void  
-handleRotation:void  
+main:void

