

## opherevviag

- renderData
   m lastPosition
- m\_iastPosition
- m rotation
- m fovv
- aspectRatioWidthToHeight
  - vbo\_pointsvbo\_sphereVertices
  - vbo\_vertexColors
  - + SphereWidget()
    + ~SphereWidget()
  - + updatePoints()
  - + updateSphereVertices()
  - + updateTriangleColor()
  - # initializeGL()
- # resizeGL()
  # paintGL()
  - # mousePressEvent()
- # mouseMoveEvent()
  # wheelEvent()