QOpenGLFunctions SphereWidget - renderData - m lastPosition - m position - m rotation - m fovy aspectRatioWidthToHeight - vbo points vbo sphereVertices vbo vertexColors

```
+ SphereWidget()
+ ~SphereWidget()
+ updatePoints()
+ updateSphereVertices()
+ updateTriangleColor()
# initializeGL()
# resizeGL()
# paintGL()
# mousePressEvent()
# mouseMoveEvent()
```

wheelEvent()