```
vector< GLfloat * >
          -posPtr
      Mass
+ mass
+ damping
+ fixed

   velocity

   force

   userForce

+ Mass()
+ Mass()
+ Mass()
+ Mass()
+ ~Mass()
+ registerVertex()
+ setPos()
+ getPos()
+ setX()
+ setY()
and 8 more...
          -m0
          -m1
      Spring
  + stiffness
  + restLength
  + Spring()
  + Spring()
  + Spring()
  + Spring()
  + ~Spring()
  + init()
  + getMass()
```