```
Output
+ vector< vector< point > >
+ RenderOutput3D()
+ RenderOutput2D()
+ saveToFile3D()
+ saveToFile2D()
     Interactive editor
   + obj3d
   + obj2d
   + planeObj
   + point
   + line
   + planeObj
   + saved
   + type

    TwoDFileNumber

   + drawing
   + lineDraw
   + circleDraw
   + erase
   extrude
   + selectPlane
   + selectPoint
   + selectline
   + Convert2Dto3D
   + Convert3Dto2D
   + rotate
   + point1
   + point2
   + point3
   + thickness
   + color0
   + height
   + centre
   + Interactive editor()
   + userInput()
   + displayOptions()
   + drawLine()
   + drawCircle()
   + eraselt()
   + extrude()
   + setPlane()
   + setPoint()
   + setline()
```