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()