```cpp
1  #pragma once
2
3  #include<GL/glew.h>
4  class Mesh
5  {
6  public:
7      Mesh();
8
9      void createMesh(GLfloat *vertices, unsigned int *indices, unsigned int        ⮫
         numOfVertices, unsigned int numofIndices);
10     void RenderMesh();
11     void clearMesh();
12
13     ~Mesh();
14
15
16 private:
17     GLuint VAO, VBO, IBO;
18     GLsizei indexCount;
19 };
20
21
```