```
GraphicObject
 # position
 # orientation
 # size
 # vertices
 # colors
 # shader
 # VBOId
 # VAOId
 + GraphicObject()
 + ~GraphicObject()
 + draw()
 + nbVerticesBytes()
 + nbColorsBytes()
 + move()
 + updateVBO()
  NullGraphicObject
+ NullGraphicObject()
+ ~NullGraphicObject()
+ release()
```

+ draw()