GraphicObject

position_
orientation_
size_
vertices_
colors_
shader_
VBOId_
VAOId_

+ GraphicObject()
+ ~GraphicObject()
+ draw()
+ nbVerticesBytes()
+ nbColorsBytes()
+ move()
+ updateVBO()

Plane

textureCoord_
texture_

+ Plane()
+ ~Plane()
+ draw()
+ load()
+ nbTextureBytes()