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

    + Cube()

     + ~Cube()
     + draw()
     + load()
       Crate
# texture
# textureCoord
# dimensions
+ Crate()
+ Crate()
+ ~Crate()
+ draw()
+ load()
+ nbTextureBytes()
+ print()
```