```
CGLVector2D
+ CGLVector2D()
+ ~CGLVector2D()
+ getMaxX()
+ getMaxY()
+ getMinX()
+ getMinY()

    getX()

+ getY()
+ isXMax()
+ isYMax()
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        Λ
  CGLVector3D
# z
+ CGLVector3D()
+ ~CGLVector3D()
+ isEqualTo()

    getZ()

+ set()
+ setZ()
  CGLVector4D
# w
+ CGLVector4D()
+ ~CGLVector4D()
+ getW()
+ setW()
+ set()
    CGLColor
  + CGLColor()
  + ~CGLColor()
  + setR()
  + setG()
  + setB()
  + setA()
  + getR()
  + getG()

    getB()

  + getA()
  + drawObject()
```