```
CGLVector3D
# x
# y
# z
+ CGLVector3D()
+ ~CGLVector3D()
+ isEqualTo()
+ getX()
+ getY()
+ getZ()
+ set()
+ setX()
+ setY()
+ setZ()
  CGLVector4D
# w
+ CGLVector4D()
+ ~CGLVector4D()
+ getW()
+ setW()
+ set()
    CGLColor
  + CGLColor()
  + ~CGLColor()
  + set()
  + setR()
  + setG()
  + setB()
  + setA()
  + getR()
  + getG()

    getB()

  + getA()
  + drawObject()
```