```
CGLVector2D
# x
# y
+ CGLVector2D()
+ ~CGLVector2D()
+ set()
+ setX()
+ getX()
+ setY()
+ getY()
  CGLVector3D
# z
+ CGLVector3D()
+ ~CGLVector3D()
+ isEqualTo()
+ getZ()
+ set()
+ setZ()
  CGLVector4D
# w
+ CGLVector4D()
+ ~CGLVector4D()
+ getW()
+ setW()
+ set()
```