```
CGLObject
+ garbage
# objectType
# name
# matrixSaved
# children
# iterCurrentObject
# currentObject
# parentObject
+ addObject()
+ setName()
+ getName()
+ getCurrentObject()
+ isChild()
+ draw()
+ drawObject()
+ drawChildren()
+ drawCenter()
+ CGLObject()
+ ~CGLObject()
+ init()
                            CGLVector3D
                         # x
                         # y
                         # z
    CGLEffect
                         + CGLVector3D()
                         + ~CGLVector3D()
                         + isEqualTo()
  + CGLEffect()
                         + getX()
  + ~CGLEffect()
                         + getY()
                         + getZ()
                         + set()
                         + setX()
                         + setY()
                         + setZ()
                CGLRotation
             + CGLRotation()
             + ~CGLRotation()
             + setA()
             + getA()
             + set()
             + drawObject()
```