

CGLVector2D

```
# maxX  
# maxY  
# minX  
# minY  
# x  
# y
```

```
+ CGLVector2D()  
+ ~CGLVector2D()  
+ getMaxX()  
+ getMaxY()  
+ getMinX()  
+ getMinY()  
+ getX()  
+ getY()  
+ isXMax()  
+ isYMax()  
et 10 de plus...
```