```
CGLVector2D
# maxX
# max Y
# minX
# minY
# x
# y
+ CGLVector2D()
+ ~CGLVector2D()
+ getMaxX()
+ getMaxY()
+ getMinX()
+ getMinY()
+ getX()
+ getY()
+ isXMax()
+ isYMax()
et 10 de plus...
  CGLVector3D
# z
+ CGLVector3D()
+ ~CGLVector3D()
+ isEqualTo()
+ getZ()
+ set()
+ setŽ()
  CGLVector4D
# w
+ CGLVector4D()
+ ~CGLVector4D()
+ getW()
+ setW()
+ set()
    CGLColor
  + CGLColor()
  + ~CGLColor()
  + set()
  + setR()
  + setG()
  + setB()
  + setA()
  + getR()

    getG()

    getB()

  + getA()
  + drawObject()
```