

CGLItem

```
classDiagram
    CGLTriangle --|> CGLItem
```

The diagram shows a class hierarchy. At the top is the 'CGLItem' class, represented by a rectangle divided into three horizontal sections. The top section contains the class name 'CGLItem', and the two bottom sections are empty. Below it is the 'CGLTriangle' class, represented by a rectangle divided into three horizontal sections. The top section contains the class name 'CGLTriangle'. The middle section contains the attribute '# points'. The bottom section contains the methods '+ CGLTriangle()', '+ ~CGLTriangle()', and '+ drawObject()'. A blue arrow with an open triangular head points from the 'CGLTriangle' class up to the 'CGLItem' class, indicating inheritance.

CGLTriangle

points

+ CGLTriangle()
+ ~CGLTriangle()
+ drawObject()