```
CGLObject
# objectType
# name
# matrixSaved
# children
# iterCurrentObject
+ addObject()
                             +garbage
+ setName()
                          #currentObject
+ getName()
                          #parentObject
+ getCurrentObject()
+ isChild()
+ draw()
+ drawObject()
+ drawChildren()
+ drawCenter()
```

+ CGLObject()
+ ~CGLObject()

+ init()