```
CGLVector2D
# maxX
# maxY
# minX
# minY
# x
# v
+ CGLVector2D()
+ ~CGLVector2D()
+ getMaxX()
+ getMaxY()
+ getMinX()
+ getMinY()
+ getX()
+ getY()
+ isXMax()
+ isYMax()
et 10 de plus...
  CGLVector3D
# z
+ CGLVector3D()
+ ~CGLVector3D()
+ isEqualTo()
+ getZ()
+ set()
+ setZ()
```