```
CGLVector3D
# x
# v
# z
+ CGLVector3D()
+ ~CGLVector3D()
+ isEqualTo()
+ getX()
+ getY()

    getZ()

+ set()
+ setX()
+ setY()
+ setZ()
  CGLVector4D
# w
+ CGLVector4D()
+ ~CGLVector4D()
+ getW()
+ setW()
+ set()
```