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