

Builder< Mesh >

```
classDiagram
    class Builder["Builder< Mesh >"]
    class MeshBuilder
    Builder <|-- MeshBuilder
    class MeshBuilder {
        + WithVertices()
        + WithColor()
        + WithTexture()
        + WithTextureCoord()
        + WithIndexs()
        + WithShader()
        + GetInstance()
    }
```

MeshBuilder

- + WithVertices()
- + WithColor()
- + WithTexture()
- + WithTextureCoord()
- + WithIndexs()
- + WithShader()
- + GetInstance()