AbstractOpenGlObject # m handle # m target + AbstractOpenGlObiect() + ~AbstractOpenGlObject() + bind() + unbind() **GLTexture** - m isCubeMap - m level - m internalFormat - m width - m heiaht - m border - m format - m type + GLTexture() + GLTexture() + ~GLTexture() + setTexParamiteri() + setTexParamiterf() + resize() + setData() + setData() + bind() + bind() + unbind() + getHandle() - GLTexture() -m currentTexture **GLTextureLib** - m currentTextureName m textures + addTexture() + addCubeMap() -m instance + operator[]() + operator[]() + ~GLTextureLib() + destroy() + getInstance() GLTextureLib()