

AbstractOpenGLObject

```
classDiagram
    class AbstractOpenGLObject
    class FrameBuffer
    class GLTexture
    class RenderBuffer
    FrameBuffer --|> AbstractOpenGLObject
    GLTexture --|> AbstractOpenGLObject
    RenderBuffer --|> AbstractOpenGLObject
```

A UML class diagram illustrating inheritance. At the top is a box labeled 'AbstractOpenGLObject'. Below it are three boxes: 'FrameBuffer' on the left, 'GLTexture' in the center, and 'RenderBuffer' on the right. A horizontal line connects the three bottom boxes. From each box, a vertical line goes up to this horizontal line, and from the center of the horizontal line, an arrow points up to the 'AbstractOpenGLObject' box, indicating that all three classes inherit from the abstract class.

FrameBuffer

GLTexture

RenderBuffer