Gear::VertexArray + ~VertexArray() + Bind() + Unbind() + AddVertexBuffer() + SetIndexBuffer() + GetVertexBuffer() + GetIndexBuffer() + Create() Gear::OpenGLVertexArray

m RendererID

 m VertexBuffers - m IndexBuffer

+ OpenGLVertexArray()

+ ~OpenGLVertexArray()

+ Bind()

+ Unbind() + AddVertexBuffer()

+ SetIndexBuffer()

+ GetVertexBuffer()

+ GetIndexBuffer()