```
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()
```