ModelReader

- baseDirectory
- m vertices
- m vertexNormals
- m vertexTextureCoordinates
- m faceVertexIndices
- m faceTextureIndices
- m faceNormalIndices
- m modelName
- m_vertexTriplets
- m vertexNormalTriplets
- m_vertexTexturePairs
- forwardSlash
- + ModelReader()
- + ~ModelReader()
- + ReadModelObjData()
- + ProcessVertexLine()
- + ProcessVertexNormalLine()
- + ProcessVertexTextureLine()
- + ProcessFaceLine()
- + CreateExpandedVertices()
- + CreateExpandedNormals()
- + CreateExpandedTextureCoordinates()
- + GetVertices()
- + GetNormals()
- + GetTextureCoordinates()

TextureLoader

- textures
- baseDirectory
- + TextureLoader()
- + ~TextureLoader()
- + setBaseDirectory()
- + LoadBMP()

-m_modelReader / -m_textureLoader

Model

- position
- orientation
- scale
- m xiRotationAngle
- m_yiRotationAngle
- m ziRotationAngle
- m textureID
- + Model()
- + ~Model()
- + Model()
- + render()