```
app::WireObject
# points
# edges
+ WireObject()
+ ~WireObject()
+ begin()
+ end()
+ apply transform()
+ get edges()
app::SurfaceObject
- color
- trianales
+ SurfaceObject()
+ get triangles()
   app::Tetraedr
   - a
   - b
   - C
   - d
   + Tetraedr()
   + Tetraedr()
   + ~Tetraedr()
```