```
Engine::Components
::Objects::VertexObject
+ Material
# attribute id
  ld
# VAO
#_VBO
# Dimensions
# Size
# object_id
+ VertexObject()
+ ~VertexObject()
+ Draw()
# Add()
Engine::Objects::Object
+ ModelMatrix
+ Object()
+ Object()
+ ~Object()
Engine::Objects::Sphere
+ Sphere()
+ ~Sphere()
+ Draw()
```