GameObject

-vbo:GLuint

-numOfVertices:GLuint

-mode:GLuint

-shader:ShaderTechnique

GameObject()

+createBuffer(vertices[], numverts):void

+render():void

ShaderTechnique

Street

City

State

Postal Code

Country

ShaderTechnique()

+readFile(filename):string

+addShader(shaderProgram, pShaderText, shaderType):void

+buildShaders():void

has a →