```
ec::IGeometryAccess
+ ~IGeometryAccess()
+ render()
# beginRender()
# onRender()
# endRender()
# IGeometryAccess()
     ec::Geometry
# m data
+ ~Geometry()
+ recalculateNormals()
+ getVao()
+ getVbo()
+ getEbo()
# Geometry()
# beginRender()
# onRender()
# endRender()
# setMode()
# setType()
  ec::StaticGeometry
 + ~StaticGeometry()
 # setupMesh()
 # StaticGeometry()
ec::LineStripGeometry
+ LineStripGeometry()
+ ~LineStripGeometry()
+ init()
+ reset()
+ addVertex()
+ setData()
+ recalculateNormals()
```