```
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::LineGeometry
+ LineGeometry()
+ ~LineGeometry()
+ getStart()
+ getEnd()
+ recalculateNormals()
```