```
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::CircleGeometry

+ CircleGeometry()
+ ~CircleGeometry()
+ init()
+ getRadius()
+ getSectionCount()
```