**Graphics**

Virtual void MatrixViewCalculations;

Virtual void Draw;

Virtual void Redraw;

Virtual void Delete;

Virtual void Select;

**Point**

Virtual void Move (\_x, \_y, \_z)

**Node**

Colour

Size

Position

**Information Box**

Shape

Size

Style

Void DisplayInfo;

Void Close;

**GLKit View Controller**

Nodes nodes[MAX]

Void Setup;

Void SetupNodes;

Void SetupDisplay;

Void Render;

Void UpdateDisplay;

Void HandleTouchInteractions;

Void Pan;

Void Pinch;

Void Tap;