```
Rib
     + id
    + Rib()
    + Rib()
    + Rib()
    + getRibPoints()
    + pitch()
    + rotate()
     + height()
              +origin_Rib
     Blade surface
+ id
+ length
+ delta I
+ Rib count
+ Blade surface()
+ Blade surface()
+ create surface()
+ update_surface()
+ update bounding box()
+ rotate surface Z()
+ pitch surface X()
+ height_surface_Z()
+ hit()
+ getRibs()
+ getSurface()
+ getPoints()
+ getBox()
```