```
MNL::MnGpuBuffer
# m bufferDesc
# m_cpBuffer
# m numBuffers
# m bufferSize
# m isDynamic
+ MnGpuBuffer()
+ ~MnGpuBuffer()
+ Init()
+ MnGpuBuffer::Map()
+ Unmap()
+ UpdateBuffer()
+ GetBuffer()
+ GetBufferByteSize()
+ IsDvnamic()
           -m buffer
 MNL::MnIndexBuffer
 - m bufferDesc
 - m format

    m indexCount

 + MnIndexBuffer()
 + ~MnIndexBuffer()
 + Init()
 + GetBuffer()
```

+ GetFormat() + GetIndexCount()