MeshBuilderInterface + ~MeshBuilderInterface() + CreateMesh() MeshBuilder + meshPtr + meshPropertyPtr # cylinder + MeshBuilder() + ~MeshBuilder() + GenerateMesh() + ~MeshBuilder() + GetMesh() + buildColor() + buildCap() + buildDimensions() + MeshBuilder() + ~MeshBuilder() + CreateMesh() ClosedCanMeshBuilder + ClosedCanMeshBuilder() + ~ClosedCanMeshBuilder() + buildColor() + buildCap() + buildDimensions()