```
Mesh
+ ~Mesh()
+ GetMesh()
+ ~Mesh()
+ getName()
+ Clone()
+ PrintMeshType()
+ GetColor()
     Cylinder
+ Cylinder()
+ ~Cylinder()
+ GetMesh()
+ Cylinder()
+ ~Cylinder()
+ SetHeight()
+ SetRadius()
+ SetTopCap()
+ SetBottomCap()
+ SetColor()
+ PrintInfo()
+ Cylinder()
+ ~Cylinder()
+ getName()
```