```
Object
  string fileName
#
   vector<
               Vertex :
                           vertices
# vector< Face > faces
# float r
# float g
# float b
# GLuint colorbuffer
# GLuint datasize
# GLuint MatrixID
# GLuint vertexbuffer
# glm::mat4 scale
# glm::mat4 transform
# glm::mat4 rotate
# glm::mat4 translate
+ Object(string fileName,
float r, float g, float b)
+ vector< Vertex > getVertices()
+ vector< Face > getFaces()
+ virtual void load()=0
+ void draw(GLuint program
ID, glm::mat4 transform)
  void setScale(glm::
mat4 scale)
+ void setRotate(glm
::mat4 rotate)
+ void setTranslate(glm
::mat4 translate)
+ glm::mat4 getScale()
+ glm::mat4 getRotate()
+ glm::mat4 getTranslate()
+ glm::mat4 getTransform()
+ Object(string fileName,
float r, float g, float b)
+ vector< Vertex > getVertices()
+ vector< Face > getFaces()
+ virtual void load()=0
+ void draw(GLuint program
ID, glm::mat4 transform)
+ void setScale(glm::
mat4 scale)
+ void setRotate(glm
::mat4 rotate)
+ void setTranslate(glm
::mat4 translate)
+ glm::mat4 getScale()
+ glm::mat4 getRotate()
+ glm::mat4 getTranslate()
+ glm::mat4 getTransform()
# vector< string > split
(const string &str, const
string &delim)
# void set_data()
# vector< string > split
(const string &str, const
string &delim)
# void set_data()
                    ΔΔ
                     Obj
       + Obj(string fileName
        float r, float g, float b)
+ void load()
       + void load()
+ Obj(string fileName,
float r, float g, float b)
+ void load()
                    ДД
             Model < Obj >
     + Model(string fileName, float r, float g, float b)
      + Model()
      + Model(string fileName,
float r, float g, float b)
     + Model()
```