

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()  
# vector< string > split  
(const string &str, const  
string &delim)  
# void set_data()
```