

Object
<pre> # string fileName # vector&lt; Vertex &gt; vertices # vector&lt; Face &gt; 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 </pre>
<pre> + Object(string fileName, float r, float g, float b) + vector&lt; Vertex &gt; getVertices() + vector&lt; Face &gt; 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&lt; Vertex &gt; getVertices() + vector&lt; Face &gt; 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&lt; string &gt; split (const string &amp;str, const string &amp;delim) # void set_data() # vector&lt; string &gt; split (const string &amp;str, const string &amp;delim) # void set_data() </pre>