```
MeshProperty
+ ~MeshProperty()
+ GetMeshProperty()
+ ~MeshProperty()
+ PrintPropertyInfo()
           #property
        Mesh
   + vertices
   + mesh
   + ~Mesh()
   + GetMesh()
   + ~Mesh()
   + GetProperty()
   + Mesh()
   + ~Mesh()
   + Draw()
   + Erase()
   + Save()
   + ~Mesh()
   and 23 more...
    RegularMesh
+ RegularMesh()
+ ~RegularMesh()
+ AddMeshProperties()
```