```
Mesh
 + vertices
 + mesh
 # property
 + ~Mesh()
 + GetMesh()
 + ~Mesh()
 + GetProperty()
 + Mesh()
 + ~Mesh()
 + Draw()
 + Erase()
 + Save()
 + ~Mesh()
 and 23 more...
  SphereMesh
+ SphereMesh()
+ ~SphereMesh()
+ GetProperty()
+ SphereMesh()
+ ~SphereMesh()
+ Clone()
+ PrintMeshType()
+ GetColor()
+ SetColor()
```