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