```
MeshProperty
 + ~MeshProperty()
 + GetMeshProperty()
  + ~MeshProperty()
  + PrintPropertyInfo()
             #property_
         Mesh
    + vertices
    + mesh
    + ~Mesh()
    + GetMesh()
    + ~Mesh()
    + GetProperty()
    + Mesh()
    + ~Mesh()
    + Draw()
    + Erase()
    + Save()
    + ~Mesh()
    and 23 more...
        Sphere
+ Sphere()
+ ~Sphere()
+ GetMesh()
+ Sphere()
+ ~Sphere()
+ getName()
+ Sphere()
+ ~Sphere()
+ AddDataPoint()
+ AddCustomDataPoint()
+ PrintInfo()
```