```
Mesh
    + vertices
    + mesh
    # property
    + ~Mesh()
    + GetMesh()
    + ~Mesh()
    + GetProperty()
    + Mesh()
    + ~Mesh()
    + Draw()
    + Erase()
    + Save()
    + ~Mesh()
    and 23 more...
        Sphere
+ Sphere()
+ ~Sphere()
+ GetMesh()
+ Sphere()
+ ~Sphere()
+ getName()
```

+ Sphere() + ~Sphere() + AddDataPoint()

+ PrintInfo()

+ AddCustomDataPoint()