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