```
Gui::EditorWindow
 - name
 + EditorWindow()
 + ~EditorWindow()
 + Begin()
 + End()
 + Construct()
  Gui::ObjectMenu
- current type
- plane
- kTypesOfObjects
+ ObjectMenu()
+ Construct()
- GetObjectsOfType()
- Construct()
- Construct()
```

Construct()Construct()