HomoGebra: PlaneObserver + PlaneObserver() + ~PlaneObserver() + Update() HomoGebra::ObjectSelector Body < GeometricObjectType > object - plane - object getter - current object + ObjectSelectorBody() + Draw() + SetObject() + GetObject() + Update() - DrawName() - DrawList() DrawSetter() HomoGebra::ObjectSelector < GeometricObjectType > + Update() + ObjectSelector() + operator()()