

Drawable

- _program: QOpenGLShaderProgram*
- _vao: QOpenGLVertexArrayObject*
- _posVbo: QOpenGLBuffer*
- _colVbo: QOpenGLBuffer*
- _posData: QVector<QVector3D>
- _colData: QVector<QVector3D>

«constructor»

- + Drawable(program: QOpenGLShaderProgram*);
- + addData(pos, col: QVector3D): void
- + init(): void
- + draw(mode: GLenum): void
- + clear(): void