```
GLdouble
              +χ
              +y
              +Z
    AABBNode::XYZ
              +min
              +max
AABBNode::BoundingBox
              -m BBox
       AABBNode
     + AABBNode()
     + ~AABBNode()
     + Clear()
     + GetMaxX()
     + GetMinX() 
+ GetMaxY()
                             -m next
     + GetMinY()
     + GetMaxZ()
     + GetMinZ()
     + GetNext()
     + SetData()
     + SetNext()
     - AABBNode()
     operator=()
              -m_first
     AABBLinkedList
  + AABBLinkedList()
     ~AABBLinkedList()
  + Clear()
  + AddTöStart()
   + SetData()
  + GetMaxX()
  + GetMinX()<sup>′</sup>
+ GetMaxY()
  + GetMinY()
   GetMaxZ()
  + GetMinZ()
  + GetListSize()
   GetNext()
  + GetFirst()
  - Delete()
- AABBLinkedList()
  - operator=()
```