## ModelViewerl

- + virtual void Initialize (const std::vector< std ::string > &cad\_files, bool &success)=0
- + virtual void Update()=0

## ModelViewer

- ⊥ ~ModelViewer()
- + ~ModelViewer()
  void Initialize(const std::vector< std::string</li>
   > &cad\_files, bool &success) override
- void Update() override