```
                        ICube

        + virtual std::tuple
          < unsigned int, unsigned
          int > setupBuffers()=0
        + virtual ~ICube()=default
```

```
        CubeDefault                     CubeTex

 - const std::array< float,      - const std::array< float,
   216 > vertices                  288 > vertices

 + std::tuple< unsigned          + std::tuple< unsigned
   int, unsigned int >             int, unsigned int >
   setupBuffers() override         setupBuffers() override
```