```
sf::ContextSettings
 sf::NonCopyable
                         + depthBits
                         + stencilBits
                         + antialiasingLevel
                         + majorVersion
# NonCopyable()
                         + minorVersion
# ~NonCopyable()
                         + attributeFlags
NonCopyable()
                         + sRgbCapable
operator=()
                         + ContextSettings()
                                #m settings
             sf::priv::GlContext
    - m id
    + ~GlContext()
    + getSettings()
    + setActive()
    + display()
    + setVerticalSyncEnabled()
    + initResource()
    + cleanupResource()
    + registerContextDestroyCallback()
    + acquireTransientContext()
    + releaseTransientContext()
    + create()
    + create()
    + create()
    + isExtensionAvailable()
    + getFunction()
    + getActiveContext()
    + getActiveContextId()
    # GIContext()
    # makeCurrent()
    # cleanupUnsharedResources()
    # evaluateFormat()
    initialize()
    checkSettings()
             sf::priv::EglContext
         - m display
         - m context
         - m surface
         - m config
         + EglContext()
         + EglContext()
         + EglContext()
         + ~EglContext()
         + makeCurrent()
         + display()
         + setVerticalSyncEnabled()
         + createContext()
         + createSurface()
         + destroySurface()
         + getFunction()
         + getBestConfig()
         updateSettings()
```