```
RAY::Drawables::IDrawable
     ~IDrawable()
 + drawOn()
RAY::Drawables::ADrawable2D
#
  rotation
# _scale
# _positi
# _position
# _colo
  _color
+ ADrawable2D()
+ ADrawable2D()
+ ADrawable2D()
+ ~ADrawable2D()
+ getPosition()
+ getColor()
+ setPosition()
+ setPosition()
+ setColor()
+ drawOn()
+ drawOn()
+ getScale()
+ setScale()
RAY::Drawables::Drawables2
        D::Rectangle
 #
   dimensions
 #
    _pad0
 + Rectangle()
 + Rectangle()
 + Rectangle()
 + operator=()
 + ~Rectangle()
 + getDimensions()
 + getWidth()
 + getHeight()
 + setDimensions()
 + incrementWidth()
 and 6 more...
         RAY::Texture
       texture
       resourcePath
        pad0
       texturesCache
       Texture()
     + Texture()
     + Texture()
     + Texture()
     + operator=()
     + ~Texture()
     + drawOn()
     + use()
     + unload()
     + getResourcePath()
```