```
RAY::Vector2
  + x
  + y
  + __pad0
  + Vector2()
  + Vector2()
  + Vector2()
  + Vector2()
  + ~Vector2()
  + operator=()

    dimensions

   RAY::Window
  title
  isOpen
 flags
  displayState
  instance
+ Window()
+ Window()
+ operator=()
+ ~Window()
+ open()
+ shouldClose()
+ close()
+ isFocused()
+ getDimensions()
+ setDimensions()
and 24 more...
+ getInstance()
+ getInstance()
- Window()
```