ComSquare::Renderer
::IRenderer

+ setWindowName()
+ drawScreen()
+ putPixel()
+ createWindow()
+ playAudio()

ComSquare::Renderer
::NoRenderer

+ setWindowName()
+ drawScreen()
+ putPixel()
+ playAudio()
+ getEvents()
+ createWindow()
+ NoRenderer()
+ NoRenderer()
+ operator=()
+ ~NoRenderer()