```
ComSquare::Renderer
     ::İRenderer
+ setWindowName()
+ drawScreen()
+ putPixel()
+ createWindow()
+ playAudio()
ComSquare::Renderer
      ::OtSFML
  window
 sfWidget
+ createWindow()
+ putPixel()
+ drawScreen()
+ playAudio()
+ setWindowName()
+ QtSFML()
+ QtSFML()
```

+ operator=()
+ ~QtSFML()