```
ComSquare::Renderer
        ::IRenderer
  + setWindowName()
  + drawScreen()
  + putPixel()
  + createWindow()
  + playAudio()
  ComSquare::Renderer
       ::SFRenderer
  + shouldExit
  # _window
# _videoMode
# _pixelBuffer
# _sprite
  # _sprite
# _to
    _texture
  #
    _soundBuffer
  #
     sound
  + setWindowName()
  + drawScreen()
+ putPixel()
+ playAudio()
  + getEvents()
  + createWindow()
+ SFRenderer()
+ SFRenderer()
  + operator=()
      -SFRenderer()
             Δ
  ComSquare::Renderer
     ::QtWidgetSFML
    _timer
    isInitialized
  + QtWidgetSFML()
  + QtWidgetSFML()
  + operator=()
  + ~QtWidgetSFML()
    onInit()
    onUpdate()
  paintEngine()
  - showEvent()
  paintEvent()
ComSquare::Renderer
       ::QtFullSFML
  snes
+ enableDebugCPU()
+ enableRamViewer()
+ enableHeaderViewer()
+ enableDebugAPU()
+ enableDebugBus()
+ enableCgramViewer()
+ enableRegisterViewer()
+ reset()
+ QtFullSFML()
+ QtFullSFML()
+ operator=()
  ~QtFullSFML()
  onUpdate()
```