```
ComSquare::Renderer
                     ::IRenderer
                + setWindowName()
                + drawScreen()
                + putPixel()
                + createWindow()
                + playAudio()
               ComSquare::Renderer
                    ::SFRenderer
               #_window
#_vid-
                + shouldExit
               #_videoMode
#_pixelb_____
               # _pixelBuffer
# _sprit
                  _sprite
_texture
               #
QWidget
               # _soundBuffer
# _sound
                  sound
                + setWindowName()
                + drawScreen()
                + putPixel()
                + playAudio()
                + getEvents()
                + createWindow()
                + SFRenderer()
                + SFRenderer()
                + operator=()
                   -SFRenderer()
                    4
    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()
```