```
ComSquare::Renderer
     ::IRenderer
+ setWindowName()
+ drawScreen()
+ putPixel()
+ createWindow()
+ playAudio()
ComSquare::Renderer
      ::OtSFML
  sfWidget
#
 window
+ createWindow()
+ putPixel()
+ drawScreen()
+ playAudio()
+ setWindowName()
+ OtSFML()
+ QtSFML()
+ operator=()
+ ~QtSFML()
ComSquare::Renderer
  ::OtSFMLWindow
  window
+ createWindow()
+ QtSFMLWindow()
+ QtSFMLWindow()
+ operator=()
+ ~OtSFMLWindow()
```