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ComSquare::Renderer
     ::İRenderer
+ setWindowName()
+ drawScreen()
+ putPixel()
+ createWindow()
+ playAudio()
ComSquare::Renderer
    ::SFRenderer
+ shouldExit
# window
  videoMode
#
# _pixelBuffer
# sprite
# texture
# soundBuffer
#
  sound
+ setWindowName()
+ drawScreen()
+ putPixel()
+ playAudio()
+ getEvents()
+ createWindow()
+ SFRenderer()
+ SFRenderer()
+ operator=()
```

+ ~SFRenderer()