```
ComSquare::Renderer
                      ::İRenderer
                + setWindowName()
                + drawScreen()
                + putPixel()
                + createWindow()
                + playAudio()
                ComSquare::Renderer
                     ::SFRenderer
                + shouldExit
                #_window
#_videoMode
#_pixelBuffer
#_sprite
#_texture
#_soundBuffe
                # _sound
# _sound
QWidget
                + setWindowName()
                + drawScreen()
                + putPixel()
                + playAudio()
                + getEvents()
                + createWindow()
                + SFRenderer()
                + SFRenderer()
                + operator=()
                    SFRenderer()
    ComSquare::Renderer
       ::QtWidgetSFML
       timer
       isInitialized
    + QtWidgetSFML()
    + QtWidgetSFML()
    + operator=()
    + ~QtWidgetSFML()
    + onUpdate()
      _onInit()
    paintEngine()
    showEvent()
    paintEvent()
    ComSquare::Renderer
         ::QtFullSFML
      snes
    + openRom()
    + reset()
    + QtFullSFML()
    + QtFullSFML()
    + operator=()
    + ~QtFullSFML()
    onUpdate()
```