```
ComSquare::Renderer
                    ::IRenderer
               + setWindowName()
               + drawScreen()
               + putPixel()
               + createWindow()
               + playAudio()
               ComSquare::Renderer
                   ::SFRenderer
               + shouldExit
               # _window
                  videoMode
               # _pixelBuffer
# _sprite
               # _texture
QWidget
               #
                  soundBuffer
                  sound
               + 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
    ::QtSFMLTileRenderer
  + buffer
  + onUpdate()
  + QtSFMLTileRenderer()
  + QtSFMLTileRenderer()
  + ~QtSFMLTileRenderer()
  + operator=()
```