```
ComSquare::Renderer
                    ::İRenderer
               + setWindowName()
               + drawScreen()
               + putPixel()
               + createWindow()
               + playAudio()
               ComSquare::Renderer
                    ::SFRenderer
               + shouldExit
               #_window
#_videoMo
                 videoMode
               # _pixelBuffer
# _sprite
               # texture
QWidget
                  soundBuffer
               # sound
               + setWindowName()
               + drawScreen()
               + putPixel()
               + playAudio()
               + getEvents()
               + createWindow()
               + SFRenderer()
               + SFRenderer()
               + operator=()
               + ~SFRenderer()
    ComSquare::Renderer
       ::QtWidgetSFML
      timer
     isInitialized
    + OtWidgetSFML()
    + QtWidgetSFML()
    + operator=()
    + ~QtWidgetSFML()
    + onUpdate()
    onInit()
    - paintEngine()
    - showEvent()
    paintEvent()
```