```
ComSquare::Renderer
     ::İRenderer
+ setWindowName()
+ drawScreen()
+ putPixel()
+ createWindow()
+ playAudio()
ComSquare::Renderer
    ::NoRenderer
+ setWindowName()
+ drawScreen()
+ putPixel()
+ playAudio()
+ createWindow()
+ NoRenderer()
```

+ NoRenderer() + operator=() + ~NoRenderer()