```
{TwoDE::Renderer
              Il+ drawSprite()
              + drawSprite()
              + drawLine()
              + drawRect()
{entity
              + drawCircle()
  11}
              + draw()
              + init()
              + clear()
              + createRenderer()
          #camera/#renderer
   {TwoDE::Application
 II+ init()
  + shouldClose()
 + start()
  + update()
  + getEntityRegistry()
  + getSystemRegistry()
```