```
{TwoDE::Renderer
ll+ drawSprite()
+ drawSprite()
+ drawLine()
+ drawRect()
+ drawCircle()
+ draw()
+ init()
+ clear()
+ createRenderer()
        }
```

```
{TwoDE::OpenGLRenderer
ll+ OpenGLRenderer()
+ ~OpenGLRenderer()
+ drawSprite()
+ drawSprite()
+ drawLine()
+ drawRect()
+ drawCircle()
+ init()
+ clear()
+ draw()
+ checkGLError()
        }
```