```
{TwoDE::Renderer
    II+ drawSprite()
    + drawSprite()
    + drawLine()
    + drawRect()
    + drawCircle()
    + draw()
    + init()
    + clear()
    + createRenderer()
{TwoDE::OpenGLRenderer
II+ OpenGLRenderer()
+ ~OpenGLRenderer()
+ drawSprite()
+ drawSprite()
+ drawLine()
+ drawRect()
+ drawCircle()
+ init()
+ clear()
+ draw()
+ checkGLError()
```