View

SDL_Window * window

SDL_Renderer * renderer

+ View(SDL_Window *shared Window, SDL_Renderer *shared Renderer)

+ virtual ~View()

Pause

- int close

- SDL_Window * window

- SDL_Renderer * renderer

- TTF_Font * font

+ Pause(SDL_Window *shared Window, SDL_Renderer *sharedRenderer)

+ void Setup(SDL_Window *sharedWindow, SDL_Renderer *sharedRenderer)

+ int showpause()