View

- # SDL_Window * window
- # SDL_Renderer * renderer
- + View(SDL_Window *shared Window, SDL_Renderer *shared Renderer) + virtual ~View()

Menu

- int close
- SDL_Window * window
- SDL_Surface * screen
- SDL_Renderer * renderer
- TTF_Font * font+ Menu(SDL Window *shared
 - Window, SDL_Renderer *shared Renderer)
- + ~Menu()
- + void Setup(SDL_Window *sharedWindow, SDL_Renderer *sharedRenderer)
- + int showmenu()