View

SDL_Window * window
SDL_Bandarar * randorar

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



Credits

- SDL_Window * window
- SDL_Renderer * rendererSDL Surface * screen
- TTF_Font * font
- TIF_FOIL " TOIL
- + Credits(SDL_Window *sharedWindow, SDL
 - _Renderer *sharedRenderer)
- + ~Credits()
 + void Setup(SDL Window
- *sharedWindow, SDL_Renderer *sharedRenderer)
- + void ShowCredits()