```
IGraphics
+ ~IGraphics()
+ display()
+ getEvent()
+ getGameName()
+ getLibName()
+ setGameName()
+ setLibName()
    Graphics
+ ~Graphics()
+ display()
+ getEvent()
+ getGameName()
+ getLibName()
+ setGameName()
+ setLibName()
   SDLModule
 + SDLModule()
 + ~SDLModule()
 + display()
 + getEvent()
```