```
IGraphics
+ ~IGraphics()
+ display()
+ getEvent()
+ getGameName()
+ getLibName()
+ setGameName()
+ setLibName()
    Graphics
+ ~Graphics()
+ display()
+ getEvent()
+ getGameName()
+ getLibName()
+ setGameName()
+ setLibName()
   SFMLModule
+ wall
+ player
+ Door
+ Portail
+ Ghost
+ point
+ BigPoint
+ Fruit
+ window
+ SFMLModule()
+ ~SFMLModule()
+ display()
+ getEvent()
+ initRectangle()
+ getRectangle()
+ key_handler()
+ setStat()
```