```
                  StateManager

          + StateManager()
          + ~StateManager()
          + addState()
          + changeState()
          + removeLastState()
          + input()
          + update()
          + draw()


                             #stateManager


                      State

          # renderer
          # screenWidth
          # screenHeight

          + State()
          + ~State()
          + input()
          + update()
          + draw()
```