```
Screen
# m background
# m buttons
# m_texts
+ Screen()
+ Screen()
+ ~Screen()
+ addButton()
+ removeButton()
+ setBackground()
+ addText()
+ clearTexts()
+ getButtons()
+ getTexts()
+ render()
+ clean()
+ clearText()
+ renderText()
+ clickButton()
+ handleKeyPressed()
+ updateContent()
+ getSize()
     LoadScreen
  + LoadScreen()
```

+ updateContent()