Shape + Shape() + Shape() vector< Button * > vector< Text *> + Shape() + operator=() + ~Shape() + render() + set_file_name() + getSize() #m_texts #m_background #m_buttons Screen + Screen() + Screen() + ~Screen() + addButton() + removeButton() + setBackground() + addText() + clearTexts() + getButtons() + getTexts() + render() + clean() + clearText() + renderText() + clickButton() + handleKeyPressed() + updateContent() + getSize() RankScreen + RankScreen() + RankScreen() + render() + readScore() + loadTexts()