```
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()
    RankScreen
   + RankScreen()
   + RankScreen()
```

+ render() + readScore() + loadTexts()