```
Visualization
# windowTitle
# window
# renderer
# windowWidth
# windowHeight
+ Visualization()
+ ~Visualization()
+ startEventLoop()
+ render2DTemperatureProfile()
+ renderMultiple2DTemperature
  Profiles()
+ getTemperatureColor()
# initializeSDL()
# cleanUp()
       Visualization2D
     + Visualization2D()
```

+ renderGrid2D()