```
IGraphicsEngineRenderer
```

mScreenWidth
mScreenHeight

+ IGraphicsEngineRenderer()
+ ~IGraphicsEngineRenderer()
+ SetRenderDrawColor()
+ RenderClear()
+ RenderPresent()

```
SDLGraphicsEngineRenderer
```

+ SDLGraphicsEngineRenderer()
+ ~SDLGraphicsEngineRenderer()
+ SetRenderDrawColor()
+ RenderClear()
+ RenderPresent()
+ GetWindow()
+ GetRenderer()