```
IGraphics Engine Renderer
# mScreenWidth
# mScreenHeight
+ IGraphicsEngineRenderer()
+ ~IGraphicsEngineRenderer()
+ SetRenderDrawColor()
+ RenderClear()
+ RenderPresent()
               #igeRenderer
    SDLDisplayProgram
  + SDLDisplayProgram()
  + ~SDLDisplayProgram()
  + Start()
  + Shutdown()
  + Clear()
  + Delay()
  + Flip()
  + getSDLWindow()
  + InputReceiver()
```

+ GetIsQuitGame() and 29 more...