```
Engine::BaseEngine
+ ActiveScene
+ InputHandlers
+ Keys
+ MouseKeys
+ MouseX
+ MouseY
+ Programs
+ Scenes
+ Shaders
+ Windows

    errorStream

  init
+ BaseEngine()
+ ~BaseEngine()
+ Dispose()
+ Init()
+ InitSuccess()
+ SetActiveScene()
+ Start()
+ Update()
+ UpdateBegin()
+ UpdateEnd()
- InitGLFW()

    UpdateInternal()

Application::Engines
    ::LightEngine

    ambientColor

    ambientStrenath

    + diffuseColor

+ diffuseStrength
+ specularColor
+ specularSize

    specularStrength

    angle
```

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+ Init() + Update()