```
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 ::ZPGEngine

- angle - M

+ Init() + Update()