```
arc::Graphical
+ ~Graphical()
+ init()
+ stop()
+ clear()
+ display()
+ isOpen()
+ drawText()
+ drawLine()
+ drawRect()
+ drawFillRect()
+ drawTexture()
+ getKey()
 arc::Ncurses
+ init()
+ stop()
+ clear()
+ display()
+ isOpen()
+ drawText()
+ drawLine()
+ drawRect()
+ drawFillRect()
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+ getKey()
```