```
Arcade::IModule
    + ~IModule()
    + init()
   + close()
   + shouldClose()
    + getType()
Arcade::IDisplayModule
+ ~IDisplayModule()
+ pullEvents()
+ draw()
+ draw()
+ draw()
+ draw()
+ draw()
+ refresh()
+ load()
+ unload()
+ unloadAll()
+ playSound()
```