```
Arcade::IModule
     + ~IModule()
     + init()
     + close()
     + shouldClose()
     + getType()
 Arcade::IDisplayModule
 + ~IDisplayModule()
 + pullEvents()
 + draw()
  + draw()
 + draw()
 + draw()
 + draw()
 + refresh()
 + load()
 + unload()
 + unloadAll()
 + playSound()
            Λ
   Arcade::SDLDisplay
  window
  windowRenderer
  windowHeight
  windowWidth
  windowTitle
  shouldClose
 loadedResources
 _keysHolded
  internalWindowSize
 internalWindowOffset

    resourceMusicType

    resourceFontType

    resourceSpriteType

+ SDLDisplay()
   ~SDLDisplay()
+ SDLDisplay()
+ operator=()
+ init()
+ close()
+ shouldClose()
+ pullEvents()
+ draw()
+ draw()
and 9 more...
setRendererColor()
createResource()
destroyResource()
 _updateInternalWindow()
- createKeyEvent()
createClickEvent()
createMoveEvent()
getStdKey()getStdClickType()
preciseCrossProduct()
```