```
Arcade::IModule
   + ~IModule()
   + init()
   + close()
   + shouldClose()
Arcade::IDisplayModule
+ ~IDisplayModule()
+ pullEvents()
+ drawLine()
+ drawRectangle()
+ drawCircle()
+ drawSprite()
+ drawText()
+ refresh()
 Arcade::SDLDisplay
   window
   windowRenderer
   windowHeight
   windowWidth
   windowTitle
   shouldClose
   loadedTextures
 + SDLDisplay()
 + ~SDLDisplay()
 + SDLDisplay()
 + operator=()
 + init()
 + close()
 + shouldClose()
 + pullEvents()
 + drawLine()
 + drawRectangle()
 + drawCircle()
 + drawSprite()
 + refresh()
 setRendererColor()
 createKeyEvent()
```

createClickEvent()