

## Arcade::Core::Runner

- \_games
- \_renderers
- \_game
- \_renderer

- + setGame()
- + setRenderer()
- + getGames()
- + getRenderers()
- + runGame()
- + runShell()
- + loadLibraries()
- + Runner()
- + Runner()
- + Runner()
- + ~Runner()
- + operator=()
- \_drawObject()
- \_handleEvent()