Lib.RC

Short for rendering context, the RC is intended to be embedded in a State, allowing textures, surfaces, and fonts to be created or loaded and stored for later use.

```haskell
module Lib.RC where
  import Control.Monad.State
  import qualified Data.Map as Map
  import Data.Map (Map)
  import Data.Symbol
  import SDL
  import SDL.Font

  data ImageKey = ImageKey Symbol (IO Font)
  data FontKey = FontKey Symbol (IO Surface)

  data RC = RC (Map Symbol Surface) (Map Symbol Font) Renderer

  newRC :: Renderer → RC
  newRC = RC Map.empty Map.empty

  renderer :: RC → Renderer
  renderer (RC _ _ renderer) = renderer

  image :: ImageKey → State RC Surface
  image key rc = undefined

  font :: FontKey → State RC Font
  font key rc = undefined

  freeImage :: ImageKey → State RC ()
  freeImage key rc = undefined

  freeFont :: FontKey → State RC ()
  freeFont key rc = undefined
```