## **TinyEngineRendererl**

- + swap blocking()
- + swap\_non\_blocking()
- + wait\_for\_vsync()
- + tinyengine renderer init()

- + pixel buffer back

- + is dual()

Scenel

+ ~Scenel()

+ create()

+ render()

+ update()

+ destroy()

- + drawCircle1()
- + TinyEngineFrameBuffer()
- + ~TinyEngineFrameBuffer()

- + clear\_with()
- + draw pixel()
- + draw grid()
  - and 11 more...

## TinyEngineFrameBuffer

- + pixel\_buffer\_display
- + m\_pixel\_buffer\_size

- + destroy()
- + write()
- + clear()

#m framebuffer

# GameScene

## # sprites

- + GameScene()
- + ~GameScene()
- + create()
- + render()
- + update()
- + destroy()

### **TinyEngine**

- + TinyEngine()
- + get fps()

+renderer

- + set\_pre\_inti\_clbk()
- + set\_post\_init\_clbk()
- + set loop clbk()
- + set\_render\_clbk()
- + set update clbk()
- + init()
- + start()
- + start loop() and 8 more...

#m\_engine

#m renderer