```
TimeManager

    currentTime

    frameTime

- previous Time
- FrzTime
- startTime
- frameCount
+ Terminate()
+ GetFrameTime()
+ GetTime()
+ ProcessTime()
+ GetStartTime()
+ GetFrameCount()
                            -ptrlnstance
TimeManager()
- TimeManager()
- TimeManager()
- operator=()
- operator=()
- ~TimeManager()
privTerminate()
privGetFrameTime()
- privGetTime()
privProcessTime()
- privGetStartTime()
privGetFrameCount()
privSetStartTime()
- Instance()
```

- SetStartTime()