```
RenderObjectBase < Wave >
 WaveRenderDemo::Wave
+ BOUNDS
+ SIZE
+ DAMP

    water

    lastTimeMS

- t
- bStopped
- t
- f
- dt
- m nFreq
- 52
- ID
+ Wave()
+ ~Wave()
+ Update()
+ Draw impl()
+ Key()
+ Mouse()
+ setFrequency()
+ getFrequency()
SetSource1()
- Calculate()
Calculate2()
- DrawBitmapText()
InitCubeEquallySpaces()
InitCubeRandom()
InitSphereEquallySpaces()
- InitSphereRandom()
```