```
HAL
# key
- hal
- queue
+ HAL()
+ ~HAL()
+ type()
+ init()
+ _getCanvasBuffer()
+ _getBufferTileHeight()
+ _getBufferTileWidth()
+ _canvasUpdate()
+ _canvasClear()
  _setFont()
  and 32 more...
+ get()
+ check()
+ inject()
+ destroy()
+ getCanvasBuffer()
+ getBufferTileHeight()
+ getBufferTileWidth()
+ canvasUpdate()
+ canvasClear()
+ setFont()
 and 37 more...
   ARDUINOBIND
 - _delay()
   _millis()
   getTick()
   _setRandomSeed()
  _random()
       MyHAL
  + MyHAL()
  + ~MyHAL()
  + type()
  + init()
  + _beep()
  + _beepStop()
  + _setBeepVol()
  + _screenOn()
  + _screenOff()
  + _getKey()
  + _updateConfig()
  + getInstance()
```