


YukimaruGames.Terminal.UI.
View.ITerminalInputRenderer

YukimaruGames.Terminal.UI.
View.ITerminalPreRenderer

YukimaruGames.Terminal.UI.
View.TerminalInputRenderer



```
graph LR; A[YukimaruGames.Terminal.UI.View.TerminalInputRenderer] --> B[YukimaruGames.Terminal.UI.View.ITerminalInputRenderer]; A --> C[YukimaruGames.Terminal.UI.View.ITerminalPreRenderer];
```