

## VRE::VRE\_Window

- int mWidth
  - int mHeight
  - bool mFramebufferResized
  - const std::string mWindowName
  - GLFWwindow \* mWindow
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- + VRE\_Window(int width, int height, std::string name)
  - + ~VRE\_Window()
  - + VRE\_Window(const VRE\_Window &)=delete
  - + VRE\_Window & operator =(const VRE\_Window &)=delete
  - + bool ShouldClose()
  - + void CreateWindowSurface(VkInstance instance, VkSurfaceKHR \*surface)
  - + VkExtent2D GetExtent()
  - + bool HasWindowResized()
  - + void ResetWindowResizedFlag()
  - + GLFWwindow \* GetGLFWwindow() const
  - void Init()
  - static void FrameBufferResizedCallback(GLFWwindow \*window, int width, int height)