

SDLCore::ITextureLoadStrategy

```
classDiagram
    class ITextureLoadStrategy["SDLCore::ITextureLoadStrategy"]
    class LoadBMP["SDLCore::LoadBMP"]
    class LoadPNG["SDLCore::LoadPNG"]
    LoadBMP --|> ITextureLoadStrategy
    LoadPNG --|> ITextureLoadStrategy
```

SDLCore::LoadBMP

SDLCore::LoadPNG