```
Singleton < DerivedClass >
# p
+ GetInstance()
# Singleton()
              < LuaManager >
Singleton< LuaManager >
# p
+ GetInstance()
# Singleton()
       LuaManager
- m contexts

    m apiExposeFunctions

- nextHandle
+ GetContext()
+ CreateContext()
+ ExposeAPI()
+ AddAPI()
+ Initialize()

    ReserveContextHandle()
```