IEngine

+ Initialise()
+ ~IEngine()
+ BeginRender()
+ EndRender()
+ BeginUpdate()
+ EndUpdate()
+ CreateShader()
+ CreateRenderableObject()
+ CreateInputHandler()

DXEngine

+ Initialise()
+ BeginRender()
+ EndRender()
+ BeginUpdate()
+ EndUpdate()
+ CreateShader()
+ CreateRenderableObject()
+ CreateInputHandler()
+ Create()
- DXEngine()
- ~DXEngine()