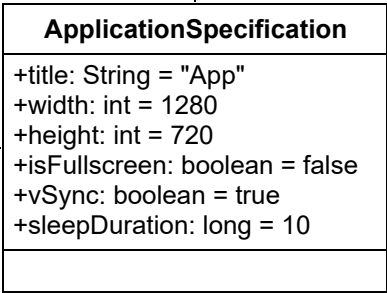
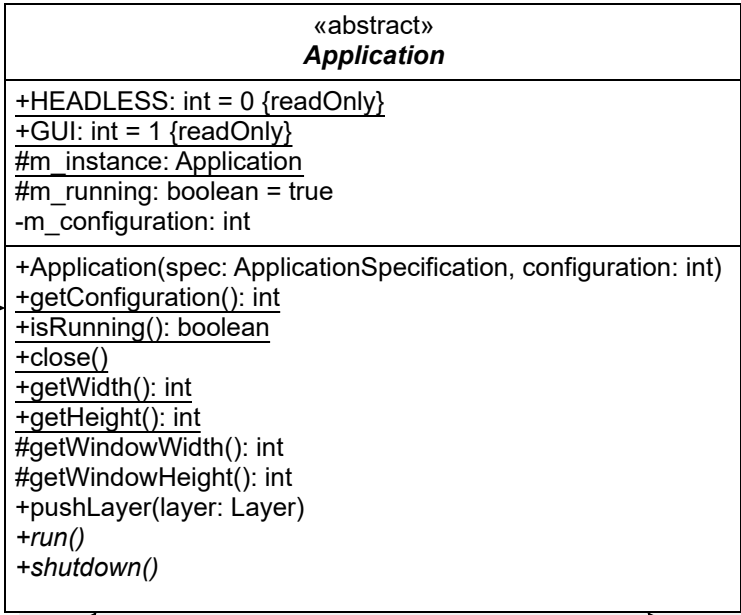
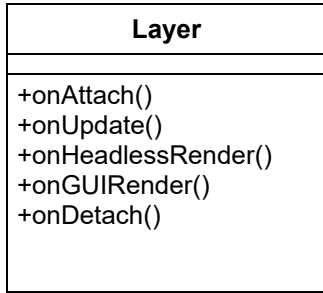


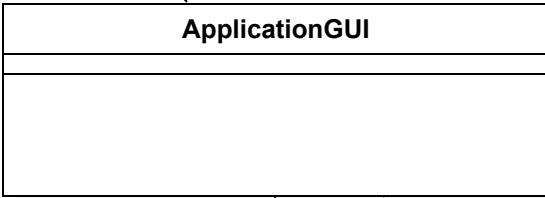
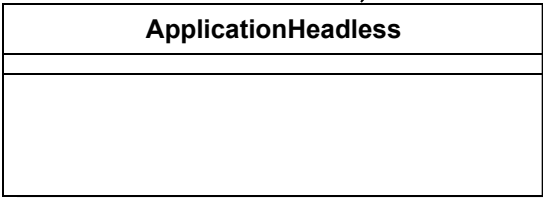
The layer class is used to create the actual application. A layer gets "inserted" into the core engine application which handles the events. With this system, we can create test applications or even a debug menu on top of our main application layer

Application is the main engine responsible for the main loop and its termination.  
An application can be either headless or GUI.  
There can only be one instance of this class throughout the program

The class that holds the application settings to use during its creation

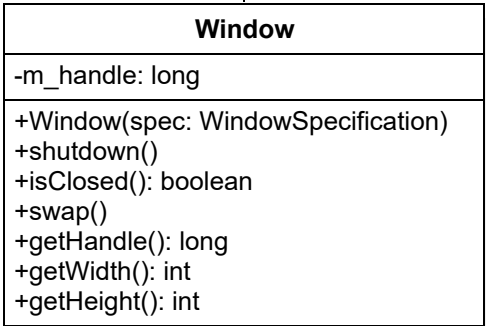


ApplicationHeadless is the application version that does not provide a Graphical User Interface (GUI). It is limited to log messages on the terminal through the use of the Console class.

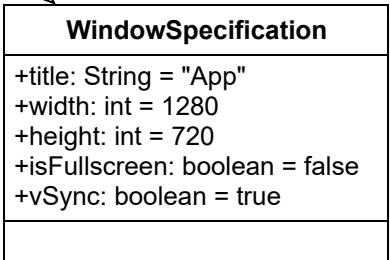


ApplicationGUI is the application version that provides a Graphical User Interface (GUI). It creates a window through the use of the Window class. It also supports Dear ImGui commands, the GUI library used for this project

The class that creates the window through the use of the GLFW library and OpenGL



«uses»



The class that holds the window settings to use during its creation

1..\*

#m\_layers

#m\_specification

1

-m\_window

1