

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

