```
SDL2pp::Renderer
+ Renderer()
+ Renderer()
+ ~Renderer()
+ Renderer()
+ operator=()
+ Renderer()
+ operator=()
+ Get()
+ Present()
+ Clear()
and 43 more...
          #renderer
  RenderedView
+ RenderedView()
+ ~RenderedView()
+ draw()
# getRenderer()
    WorldView
 + WorldView()
 + draw()
 + from()
  + ~WorldView()
```