```
SDL2pp::Renderer
    + Renderer()
    + Renderer()
    + ~Renderer()
    + Renderer()
    + operator=()
    + Renderer()
    + operator=()
    + Get()
    + Present()
    + Clear()
    and 43 more...
              #renderer
      RenderedView
    + RenderedView()
    + ~RenderedView()
    + draw()
    # getRenderer()
             Λ
      AnimatedView
# deviatesMassCenter
# currentSprite
# repetitions
+ AnimatedView()
+ ~AnimatedView()
+ getId()
+ add()
+ set()
+ getTexture()
+ draw()
+ does DeviateMassCenter()
+ getX()
+ getY()
# spriteStep()
      BigAmmoView
    + BigAmmoView()
    + ~BigAmmoView()
    + getTexture()
```