```
SDL2pp::Renderer
    + Renderer()
    + Renderer()
    + ~Renderer()
    + Renderer()
    + operator=()
    + Renderer()
    + operator=()
    + Get()
    + Present()
    + Clear()
    and 43 more...
               #renderer
       RenderedView
    + RenderedView()
    + ~RenderedView()
    + draw()
    # getRenderer()
       AnimatedView
# deviatesMassCenter
# currentSprite
# repetitions
+ AnimatedView()
+ ~AnimatedView()

    aetId()

+ add()
+ set()
+ getTexture()
+ draw()
+ doesDeviateMassCenter()

    getX()

+ getY()
# spriteStep()
```