```
SDL2pp::Renderer
   + Renderer()
   + Renderer()
   + ~Renderer()
   + Renderer()
   + operator=()
   + Renderer()
   + operator=()
   + Get()
   + Present()
   + Clear()
   and 43 more...
             #renderer
     RenderedView
   + RenderedView()
   + ~RenderedView()
   + draw()
   # getRenderer()
    DefaultBarView
# x
# y
# amountPercentage
+ DefaultBarView()
+ setX()
+ setY()
+ setAmountPercentage()
+ draw()
+ ~DefaultBarView()
```