```
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()
    JumpingSniperView
 + JumpingSniperView()
 + ~JumpingSniperView()
 + getTexture()
```