```
ant::AppState::Context
 + window
 + assets
 + Context()
             -mContext
    ant::StateStack

    mStack

    mPendingList

- mFactories
+ StateStack()
+ registerState()
+ registerState()
+ update()
+ render()
+ handleEvent()
+ pushState()
+ popState()
+ clearStates()
+ isEmpty()
+ ~StateStack()
```

createState()

applyPendingChanges()