```
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()
              -mStateStack
     ant::Application

    mWindow

    mAssets

    mStatisticsText

    mStatisticsUpdateTime

    mStatisticsNumFrames

    version

- font
- TimePerFrame
+ Application()
+ run()
+ ~Application()
processInput()
update()
render()
loadConfig()
updateStatistics()
- registerStates()
```