```
ant::AppState::Context
+ window
+ assets
+ Context()
                   -mContext
                        ant::StateStack
                    - mStack
                    - mPendingList
                    - mFactories
                    + StateStack()
                    + registerState()
                    + registerState()
                    + update()
     -mContext
                    + render()
                    + handleEvent()
                    + pushState()
                    + popState()
                    + clearStates()
                    + isEmpty()
+ ~StateStack()
                    createState()
                    - applyPendingChanges()
                     -mStack
    ant::AppState
+ AppState()
+ render()
+ update()
+ handleEvent()
+ ~AppState()
# requestStackPush()
# requestStackPop()
# requestStateClear()
# getContext()
   ant::PauseState
  - mText
  - font
  - mShowText
  - mTextEffectTime
  + PauseState()
  + render()
  + update()
  + handleEvent()
```

loadConfig()