```
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::MenuState

    mBackground

 - strBackground
 - font

    mOptions

 - mOptionIndex
 + MenuState()
 + render()
 + update()
```

+ handleEvent()- loadConfig()- updateOptionText()