```
AppWindow
  + AppWindow()
   + initialize()
   + initialize()
  + show()
  + hide()
  + destroy()
  + maximize()
   + minimize()
  + getName()
  + setName()
  + getSize()
  + getPosition()
 AppWindowSDL2
+ sdl window
+ sdl renderer
+ sdl texture
+ AppWindowSDL2()
+ initialize()
+ initialize()
+ show()
+ hide()
+ destroy()
+ maximize()
+ minimize()
+ getName()
+ setName()
+ getSize()
+ getPosition()
```