```
-screen: SDL_Surface
-sevent: SDL_Event
-WINDOW_ITILE: char
-WINDO
```

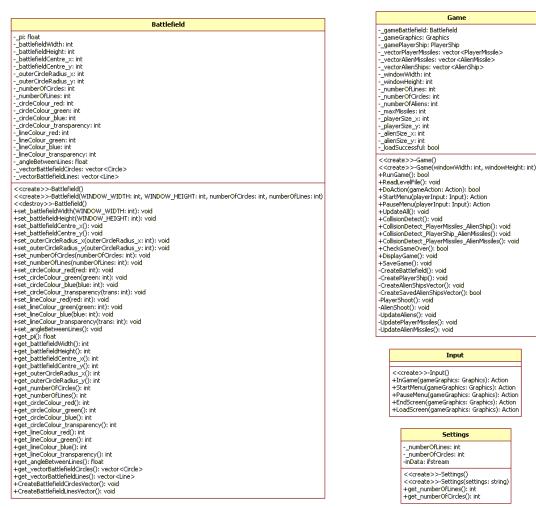


Figure 3: UML diagram illustrating class structure of the solution