```
BaseGfxApp
# m glutWindowHandle
# m glui
# win alui
# resume glui
# lose glui
# m drag
# m width
# m height
# s_glutInitialized
+ BaseGfxApp()
+ ~BaseGfxApp()
+ setCaption()
+ runMainLoop()
+ display()
+ mouseMoved()
+ mouseDragged()
+ leftMouseDown()
+ leftMouseUp()
+ rightMouseDown()
+ rightMouseUp()
+ middleMouseDown()
+ middleMouseUp()
+ kevboard()
+ keyboardSpecial()
+ keyboardUp()
+ keyboardSpecialUp()
+ reshape()
+ aluiControl()
+ width()
+ height()
+ handle()
+ glui()
# s reshape()
# s keyboard()
# s keyboardspecial()
# s keyboardup()
# s keyboardspecialup()
# s mousemotion()
# s mousebtn()
# s draw()
# s gluicallback()
```

#s currentApp