```
RenderingWindowClass
+ RenderingWindowClass()
+ ~RenderingWindowClass()
+ setGraphicsColor()
+ drawObject()
+ drawCircle()
+ drawRectangle()
              +renderEnv
     EnvironmentClass
  + physicalObjectVector
  + EnvironmentClass()
  + update()
  + display()
  + touchSensorReading()
  + translate()
  + objectCollision()
  + collisionLocation()
  + bounceOffWall()
  + bounceOffBrick()
  + bounceOffPaddle()
  + removeObject()
```