```
BaseGfxApp
# m_glutWindowHandle
# m_glui
# win glui
# 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()
+ keyboard()
+ keyboardSpecial()
+ keyboardUp()
+ keyboardSpecialUp()
+ reshape()
+ gluiControl()
+ width()
+ height()
+ handle()
+ glui()
# s_reshape()
# s keyboard()
# s_keyboardspecial()
# s_keyboardup()
# s keyboardspecialup()
# s mousemotion()
# s mousebtn()
# s draw()
# s gluicallback()
      Simulation
    + Simulation()
    + ~Simulation()
    + display()
    + start()
    + adjustSpeed()
```

#s_currentApp