```
BaseGfxApp
# m glutWindowHandle
# m_glui
# win_glui
# resume glui
# lose glui
# m_drag
# m_width
# m heiaht
#s currentApp
# 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()