```
BaseGfxApp
# m_glutWindowHandle
# m glui
# m drag
# m_width
# m height
#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()
  + gluiControl()
  + leftMouseDown()
  + leftMouseUp()
  + start()
  + resume()
```

+ pause()