```
Sekander::State
     + Init()
     + HandleInput()
     + Update()
     + Draw()
Sekander::MainMenuState

    data

 _clock
 background
 title
- playButton
- xml DOC
- Id
- buffer

    sound

- selection rec
and 30 more...
+ MainMenuState()
+ MainMenuState()
+ Init()
+ HandleInput()
+ Update()
+ Draw()
+ Accept()
+ Conncet()
```