```
Sekander::State
   + Init()
   + HandleInput()
   + Update()
   + Draw()
Sekander::SplashState
 data
  xml DOC
 clock
 background
- Id
- buffer
- sound
- window rec
- window rec2
and 13 more...
+ SplashState()
+ SplashState()
+ Init()
+ HandleInput()
+ Update()
+ Draw()
```