

LouiEriksson::Engine
::Window

```
+ ~Window()=default
+ Window(const Window
  &_other)=delete
+ Window & operator=
  (const Window &_other)
  =delete
+ const int & ID() const
  noexcept
+ SDL_GLContext Context
  () const noexcept
+ void Update() const
+ void Dimensions(const
  int &_width, const int
  &_height)
+ glm::ivec2 Dimensions
  () const
+ float Aspect() const
+ bool Focused() const
+ Uint32 GetFlags() const
+ bool GetFlag(const
  Uint32 &_flag) const
+ void SetDirty()
+ operator SDL_Window *()
+ static std::shared
  _ptr< Window > Create
  (const int &_width, const
  int &_height, const char
  *_name)
+ static std::weak_ptr
  < Window > Get(const
  int &_id)
+ static void Destroy
  (const int &_id)
```