```
UBKeyboardButton
# m parent
# imgContent
# m contentImagePath
# keyboard
+ UBKeyboardButton()
+ ~UBKeyboardButton()
```

paintEvent() # enterEvent() # leaveEvent() # mousePressEvent() # mouseReleaseEvent() # onPress() # onRelease() # paintContent() # isPressed()

sendUnicodeSymbol() # sendControlSymbol()

UBKeyButton + UBKeyButton() + ~UBKeyButton() + setKeyBt() + onPress() + onRelease() + paintContent()