```
UBFloatingPalette
# mBackgroundBrush
# mbGrip
# mCustomPosition
# mlsMoving
# sLayoutContentMargin
# sLayoutSpacing
+ UBFloatingPalette()
+ mouseMoveEvent()
+ mousePressEvent()
+ mouseReleaseEvent()
+ addAssociatedPalette()
+ removeAssociatedPalette()
+ adjustSizeAndPosition()
+ setCustomPosition()
+ preferredSize()
+ setBackgroundBrush()
+ setGrip()
+ setMinimizePermission()
+ savePos()
+ restorePos()
# enterEvent()
# showEvent()
# paintEvent()
# radius()
# border()
# gripSize()
# moveInsideParent()
# getParentRightOffset()
# minimizedLocation()
      UBClockPalette
    + UBClockPalette()
    + ~UBClockPalette()
    # radius()
    # timerEvent()
   # showEvent()
    # hideEvent()
    # updateTime()
```