## + UBBoardView() + UBBoardView() + ~UBBoardView() + ~UBBoardView() + scene() + forcedTabletRelease() + setToolCursor() + rubberItems()

+ moveRubberedItems()+ setMultiselection()

# handleItemsSelection()

MousePressEvent()

and 20 more...

# itemShouldReceiveMousePress

# itemShouldReceiveSuspended

# itemHaveParentWithType()
# itemShouldBeMoved()
# determineItemToPress()
# determineItemToMove()

+ longPressEvent()
# itemIsLocked()
# isUBItem()
# isCppTool()

Event()

+ isMultipleSelectionEnabled()+ virtualKeyboardActivated()