```
UBKeyboardButton

# m_parent
# imgContent
# m_contentImagePath
# keyboard

+ UBKeyboardButton()
+ ~UBKeyboardButton()
# paintEvent()
# enterEvent()
# leaveEvent()
# mousePressEvent()
# mouseReleaseEvent()
# onPress()
# onRelease()
```

paintContent()
isPressed()

sendUnicodeSymbol()
sendControlSymbol()

UBCntrlButton

+ UBCntrlButton() + UBCntrlButton() + ~UBCntrlButton()

+ onPress() + onRelease() + paintContent()