```
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()
               Λ
        UBActionPalette
  + m_customCloseProcessing
 # mButtons
 # mButtonGroup
  # mActions
  # mMapActionToButton
  # mlsClosable
  # mToolButtonStyle
  # mAutoClose
  # mButtonSize
  # mMousePos
  + UBActionPalette()
  + UBActionPalette()
  + UBActionPalette()
  + UBActionPalette()
  + ~UBActionPalette()
  + setButtonIconSize()
  + setToolButtonStyle()
  + actions()
  + setActions()
  + groupActions()
  and 8 more...
  + close()
  # paintEvent()
  # mouseReleaseEvent()
  # init()
  # updateLayout()
  # createPaletteButton()
       UBDesktopPalette
+ UBDesktopPalette()
+ ~UBDesktopPalette()
+ disappearForCapture()
+ appear()
+ buttonPos()
+ showHideClick()
+ updateShowHideState()
+ setShowHideButtonVisible()
+ setDisplaySelectButtonVisible()
+ minimizeMe()
+ maximizeMe()
+ parentResized()
# showEvent()
# hideEvent()
# getParentRightOffset()
```