UBKeyboardButton

m_parent # imgContent # m_contentImagePath # keyboard

+ UBKeyboardButton() + ~UBKeyboardButton()

paintEvent()
enterEvent()

leaveEvent()
mousePressEvent()

mouseReleaseEvent()
onPress()

onRelease() # paintContent()

isPressed()

sendUnicodeSymbol()
sendControlSymbol()



localeMenu

localelyleriu

- + UBLocaleButton() + ~UBLocaleButton()
- + ~UBLocaleButton() + onPress()
- + onRelease() + paintContent()