```
UBItem
 # mUuid
# mRenderingQuality
 # mSourceUrl
 + ~UBItem()
 + uuid()
 + setUuid()
 + renderingQuality()
 + setRenderingQuality()
 + deepCopy()
 + copyItemParameters()
 + scene()
 + sourceUrl()
 + setSourceUrl()
 # UBItem()
  UBGraphicsCompass
+ UBGraphicsCompass()
+ ~UBGraphicsCompass()
```

```
+ UBGraphicsCompass()
+ ~UBGraphicsCompass()
+ type()
+ deepCopy()
+ copyItemParameters()
# paint()
# itemChange()
# mousePressEvent()
# mouseMoveEvent()
# mouseReleaseEvent()
# hoverEnterEvent()
```

hoverLeaveEvent()
hoverMoveEvent()