UBItem

mUuid

mRenderingQuality

mSourceUrl

+ ~UBItem()

+ uuid()

+ setUuid()

+ renderingQuality()

+ setRenderingQuality()

+ deepCopy()

+ copyItemParameters()

+ scene()

+ sourceUrl()

+ setSourceUrl()

UBItem()

UBGraphicsItem

+ type()

+ Delegate()

+ remove()

+ clearSource()

+ assignZValue()

+ isRotatable()

+ isFlippable()

+ isLocked()

+ getOwnUuid()+ getOwnZValue()

- Delegate/

+ Delegate() # UBGraphicsItem()

~UBGraphicsItem()

setDelegate()

UBGraphicsPixmapItem

+ opacity

+ UBGraphicsPixmapItem()

+ ~UBGraphicsPixmapItem()

+ type()

+ deepCopy()

+ copyItemParameters()

+ scene()

+ setOpacity()

+ opacity()

+ clearSource()

+ setUuid()

mousePressEvent()

mouseMoveEvent()

mouseReleaseEvent()

paint()

itemChange()