## **UBCoreGraphicsScene**

- + UBCoreGraphicsScene()
- + ~UBCoreGraphicsScene()
- + addItem()
- + removeItem()
- + deleteItem()
- + removeItemFromDeletion()
- + addItemToDeletion()
- + isModified()
- + setModified()

#### **UBItem**

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

# **UBGraphicsScene**

- + enableUndoRedoStack()
- + setURStackEnable()
- + isURStackIsEnabled()
- + UBGraphicsScene()
- + ~UBGraphicsScene()
- + deepCopy()
- + copyItemParameters()
- + sceneDeepCopy()
- + clearContent()
- + inputDevicePress()
- and 64 more...
- + getPersonalUuid()
- + initStroke()
- + hideEraser()
- + setBackground()
- + setBackgroundZoomFactor()
- + setDrawingMode()
- + deselectAllItems()
- + addPixmap()
- + textUndoCommandAdded()
- + setToolCursor()
- + selectionChangedProcessing()
- and 8 more...
- # lineToPolygonItem()
- # arcToPolygonItem()
- # initPolygonItem()
- # drawEraser() # drawPointer()
- # DisposeMagnifierQWidgets()
- # keyReleaseEvent()
- # recolorAllItems()
- # drawItems()
- # rootItem()
- # drawBackground()

### **UBBoardView**

- + UBBoardView()
- + UBBoardView()
- + ~UBBoardView()
- + scene()
- + forcedTabletRelease()
- + setToolCursor()
- + rubberItems()
- + moveRubberedItems()
- + setMultiselection()
- + isMultipleSelectionEnabled()
- + virtualKeyboardActivated()
- + longPressEvent()
- # itemIsLocked()
- # isUBItem()
- # isCppTool()
- # handleItemsSelection()
- # itemShouldReceiveMousePress Event()
- # itemShouldReceiveSuspended
- MousePressEvent()
- # itemHaveParentWithType()
- # itemShouldBeMoved()
- # determineItemToPress()
- # determineItemToMove() and 20 more...

mTransparentDrawingScene /mTransparentDrawingView

# **UBDesktopAnnotationController**

- + UBDesktopAnnotationController()
- + ~UBDesktopAnnotationController()
- + showWindow()
- + hideWindow()
- + desktopPalette()
- + desktopPalettePath()
- + drawingView()
- + TransparentWidgetResized()
- + screenLayoutChanged()
- + goToUniboard()
- + customCapture()
- + windowCapture()
- + screenCapture() + updateShowHideState()
- + close()
- + stylusToolChanged()
- + updateBackground()
- # getScreenPixmap()