UBItem # mUuid # mRenderingQuality # mSourceUrl **UBResizableGraphicsItem** + ~UBItem() + uuid() + UBResizableGraphicsItem() + setUuid() + renderingQuality() + ~UBResizableGraphicsItem() + setRenderingQuality() + resize() + deepCopy() + resize() + copyItemParameters() + size() + scene() + sourceUrl() + setSourceUrl() # UBItem() **UBGraphicsTextItem** + lastUsedTextColor + UBGraphicsTextItem() + ~UBGraphicsTextItem() + type() + deepCopy() + copyItemParameters() + scene() + boundingRect() + shape() + setTextWidth() + setTextHeight() and 10 more...

UBGraphicsItem

- + type()
- + Delegate()
- + remove()
- + clearSource() + assignZValue()
- + isRotatable()
- + isFlippable()
- + isLocked() + getOwnUuid()
- + getOwnZValue()
- + Delegate()
- # UBGraphicsItem()
 # ~UBGraphicsItem()
- # setDelegate()