UBKeyboardButton # m parent

imgContent # m_contentImagePath

m_contentimagePath # keyboard + UBKeyboardButton()

+ ~UBKeyboardButton()
paintEvent()
enterEvent()

enterEvent()
leaveEvent()
mousePressEvent()

mouseReleaseEvent()
onPress()

onRelease()
paintContent()

isPressed()
sendUnicodeSymbol()

UBCapsLockButton

sendControlSymbol()

+ UBCapsLockButton() + ~UBCapsLockButton() + onPress()

+ onRelease() + paintContent()

isPressed()