```
j1UI
                                            SDL_Texture* atlas = nullptr;
                                            p2SString atlas file name;
                                            p2List<UIElement*> UiElement;
                                            bool drawDebug = false;
                                            bool needOrderList = false;
                                            Ullmage* CreateImage(iPoint, SDL_Rect, const SDL_Texture*, j1Module*, bool);
                                            UILabel* CreateLabel(iPoint, char*, SDL_Color, _TTF_Font*, j1Module*, bool);
                                            UIButton* CreateButton(iPoint, SDL_Rect, SDL_Rect, SDL_Rect, const SDL_Texture*, j1Module*, bool);
      Fonts
                                            UISlider* CreateSlider(iPoint, SDL_Rect, SDL_Rect, const SDL_Texture*, j1Module*,float);
                                            void SortByDrawOrder();
                                            const SDL_Texture* GetAtlas() const;
                                            bool DeleteUIElements();
                                                                                                            Ui
                                                                             ElementType type = ElementType::NoTypeElement;
                                                                             EventElement = EventElement::NoEventElement;
                                                                             SDL_Rect rectUi = \{0,0,0,0,0\};
                                                                             uint positionToDraw = 0;
                                                                             bool dragable = false;
                                                                             bool toDelete = false;
                                                                             UIElement* parent = nullptr;
                                                                             iPoint positionUi = { 0,0 };
                                                                             iPoint localPosition = { 0,0 };
                                                                             const SDL_Texture *texture = nullptr;
                                                                             i1Module* listener = nullptr;
                                                                             iPoint mouse = \{0,0\};
                                                                             int mousePositionDragX = 0, mousePositionDragY = 0;
                             UiLabel
                                                                             virtual void Update(float);
UILabel(iPoint, const SDL_Texture *, ElementType, j1Module*, bool);
                                                                             virtual void Draw();
                                                                             virtual void DebugDraw() const;
                                                                             void SetParent(UIElement*);
                                                                             void SetLocalPosition(iPoint);
                                                                             void ChangeTexture(const SDL_Texture*);
                                                                             void ChangeTextureRect(SDL_Rect);
                                                                                                                                                                                        UiButton
                                   Uilmage
                                                                                                                                           SDL_Rect default_texture_rect = { 0,0,0,0 };
                                                                                                                                           SDL_Rect mouse_on_rect = \{ 0,0,0,0 \};
 Ullmage(iPoint, SDL_Rect, const SDL_Texture*, ElementType, j1Module*, bool);
                                                                                                                                           SDL Rect clicked rect = \{0,0,0,0\};
                                                                                                                                           UIButton(iPoint, SDL_Rect, SDL_Rect, SDL_Rect, const SDL_Texture*, ElementType, j1Module*, bool)
                                                                                                         UiSlider
                                                            SDL_Rect rect_bar = \{ 0,0,0,0 \};
                                                           SDL_Rect rect_button = \{ 0,0,0,0 \};
                                                           float currentValue = 0.0f;
                                                            iPoint button position = \{0,0\};
                                                            UISlider(iPoint, iPoint, SDL_Rect, SDL_Rect,, const SDL_Texture*, ElementType, j1Module*, bool);
                                                            float getValue();
                                                            void Draw();
                                                            void SetSliderButtonPos(int);
```