

We assume that our UI\_element class has three enums:  
- element\_type (used to define the type of the element)  
- element\_function (used to define the function to perform on click)  
- element\_state (Standby, Hover, Clicked)  
The Slider will also have an enum:  
- modifier (to define what will this slider modify)  
The Chrono will also have an enum:  
- chrono\_type (Stopwatch(goes forward), Timer(goes backward))  
The Progress Bar will also have an enum:  
- bar\_type (Increasing, Decreasing)

We assume that all memory used by UI elements is managed from j1Gui and only freed on app closing.  
So each class won't have to worry about it's childs.

