

```
Widget
# displayCondition
# active
+ ~Widget()
+ setDisplayCondition()
+ setActive()
+ isVisible()
+ isActive()
+ handleEvent()
+ update()
+ render()
```

```
ButtonWidget
+ text
- shape
- idleColor
- hoverColor
- activeColor
- inactiveColor
- onClick
+ ButtonWidget()
+ handleEvent()
+ update()
+ render()
+ builder()
```

