```
PauseButton
  # x
  # v
  # width
  # height
  # bounds
  + PauseButton()
  + getX()
  + getY()
  + getWidth()
  + getHeight()
  + setX()
  + setY()
  + setWidth()
  + setHeight()
  + getBounds()
  + setBounds()
  - createBounds()
     UshButton

    buttonlmg

-mouseOver

    mousePressed

    muted

    rowlndex

+ UshButton()
+ update()
+ draw()
+ isMouseOver()
+ isMousePressed()
+ isMuted()
+ setMousePressed()
+ resetBools()
- loadlmage()
```