```
Bar
      # x
      # y
      # width
      # height
      + Bar()
      ToolBar
- save

    selectedTile

    tileButtons

- editing
+ ToolBar()
+ draw()
+ drawButton()
+ drawTileButtons()
+ drawSelectedTile()
+ getButtonImage()
+ mouseClicked()
+ mouseMoved()
+ mousePressed()
+ mouseReleased()
- initButtons()
- saveLevel()
```