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

    soundlmg

    mouseOver

    mousePressed

    muted

    rowlndex

+ SoundButton()
+ update()
+ draw()
+ isMouseOver()
+ isMousePressed()
+ isMuted()
+ setMousePressed()
+ setMuted()
+ resetBools()
loadlmage()
```