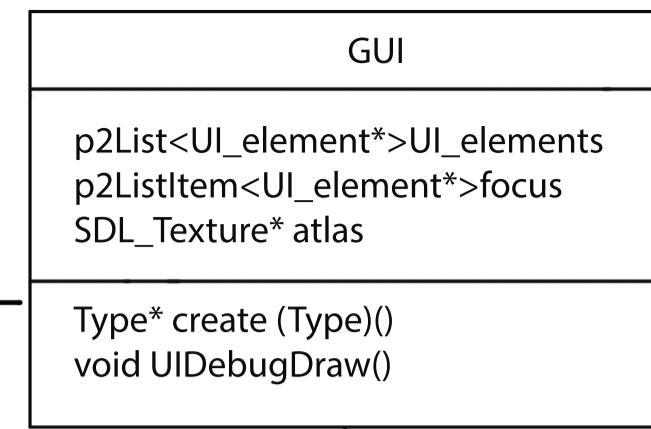


We assume that our UI_element class has three enums:
- **element_type** (used to define the type of the element)
- **element function** (used to define the function to perform on click)
- **element state**(Standby, Hover, Clicked)
The slider will also have an enum:
- modifier (to define what will this slider modify)
The Clock will also have an enum:
- clock_type:Timer goes backwards



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 its childs.

