

Component \* inputText;

data\_model;

mesh\_array,data\_model

template\_data;

update\_tamplate

controll\_interface;

call\_controll\_interface

delete,add,update;

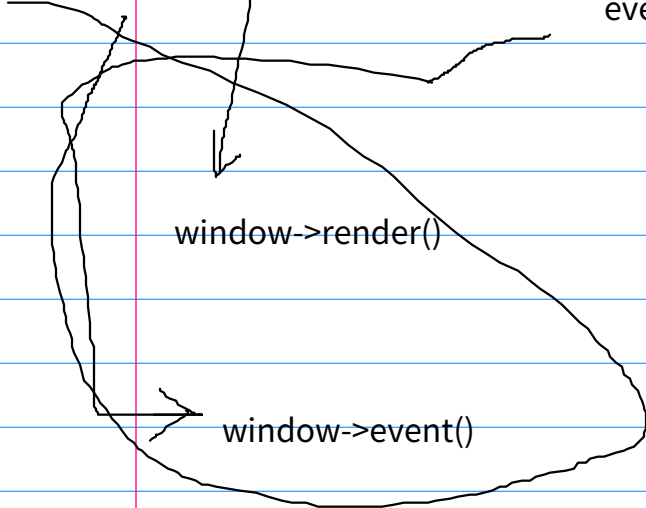
event\_state\_struct;

event\_callback;

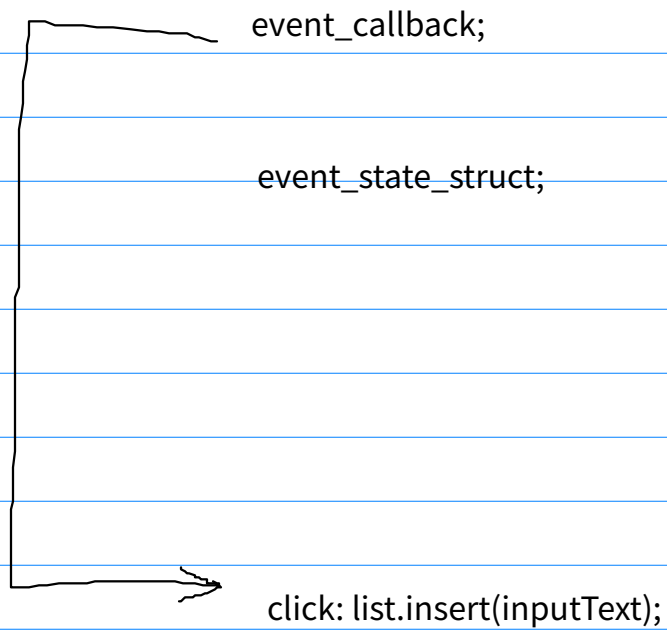
window

window->render()

window->event()



Component \* button;



Component \* List;

data\_model;

template;

controll\_interface;

insert,update,delete;