## buttons package.button.Button + rect + inactive color + active color + disable color + color + text color + hover color + text + font + txt surf + active + b disable + fun + border radius + init () + enable() + disable() + draw() + handle event() + get pos() + get size() buttons package.check buttons package.input box.CheckBox \_box.InputBox + txt surf + int rect + color + inactive color + inactive color + active color + active color + disable color + disable color + disable active color + int color + text color + text color + max len + active time + active + b\_disable + text + txt surf + init () init () + disable() + handle event() + handle event() + draw() + draw()

+ font

+ color

+ delay

+ active