buttons.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 po $\overline{s}()$ + get size() buttons.check box.CheckBox buttons.input box.InputBox + int rect + color + inactive color + active color + disable color + disable active color + int color + text color + max len + active + text + txt surf + init () + handle_event() + draw()

+ font + txt surf

+ color

+ inactive color

+ active color

+ text color

+ b disable

+ __init ()

+ disable()

+ draw()

+ handle event()

+ delay + active time

+ active

+ disable color