Panel

- # bool m Enabled
- + virtual ~Panel()=default
- + virtual void Initialize()=0
- + virtual void Update (Editor *context)=0
- + virtual void Toggle()

HierarchyPanel

- + HierarchyPanel()
- + virtual void Initialize () override
- + virtual void Update (Editor *context) override

ViewportPanel

- + ViewportPanel()
- + virtual void Initialize
 () override
- + virtual void Update (Editor *context) override
- + bool Resized()