## Shape + Shape() + Shape() vector< Button \* > vector< Text \*> + Shape() + operator=() + ~Shape() + render() + set\_file\_name() + getSize() #m\_background #m\_buttons #m\_texts Screen + Screen() + Screen() + ~Screen() + addButton() + removeButton() + setBackground() + addText() + clearTexts() + getButtons() + getTexts() + render() + clean() + clearText() + renderText() + clickButton() + handleKeyPressed() + updateContent() + getSize() SaveScreen + SaveScreen() + updateContent()