```
kr.ac.kookmin.cs.hud.HUDClass
            Template
+ init()
+ attach()
+ detach()
+ update()
+ pause()
+ resume()
+ key_act_push()
+ key_act_right()
+ key_act_left()
+ key_act_up()
+ key act down()
 kr.ac.kookmin.cs.call.CallHud
 ~ callReject
 ~ y
 - sim

    callGui

    callText

    callAccept

    callEnd

    state

 - CALL IDLE

    CALL RING

 - CALL ON
 - hud state
 - X
 + init()
 + update()
 + attach()
 + detach()
 + key_act_push()
 + key_act_right()
 + key act left()
 + regist()
 + setOnCall()
```