## **OMainWindow AMainWindow** + AMainWindow() + ~AMainWindow() + collapse() + collapse2() + changeSettings() # paintEvent() # mousePressEvent() # mouseMoveEvent() # mouseReleaseEvent() # GetSldBtn() # GetUI() MainWindow

## + MainWindow() + ~MainWindow() + connectGuile() + existGuileFile() + loadCodeSchemeInGuile() + createFileGuile() + MainWindow() + ~MainWindow() + loadStyle()