```
+ Rect()
    + Rect()
    + ~Rect()
    + SetRectType()
    + SetCenter()
    + SetSizeAcrossPos()
    + SetSizeAcrossCenter()
    + SetRadius()
    + SetWidth()
    + SetHeight()
    + SetLeftUp()
    + SetRightUp()
    + SetRightDown()
    + SetLeftDown()
    + SetLeftBorder()
    + SetRightBorder()
    + SetUpBorder()
    + SetDownBorder()
    + GetUp()
    + GetSize()
    + GetLeft()
    + GetDown()
    + GetRight()
    + GetWidth()
    + GetCenter()
    + GetRadius()
    + GetHeigth()
    + Contains()
    + AABBContains()
    + AABBIntersect()
    + AABBrelativelyLine()
    + OnEditable()
    + AABBContains()
           Drawable
     + m_BGcolor
     + m_BGtexturePath
     + m_TextureRect
     + m_SpriteSize
     + m_SpriteNum
     + m_SpriteDrawType
     + SetTexture()
     + SetBGColor()
     + SetTextureRect()
     + SetSpriteSize()
     + SetSpriteNumber()
     + SetSpriteNext()
     + SetSpriteDrawType()
     + GetBGColor()
     + GetBGTexturePath()
     + GetBGTexture()
     + Draw()
     + OnEditable()
     + DrawUpdate()
            Ulregion
# m isClicable
# isGrab
# isAvailable
# inRectNow
# inRectPrev
# FOnMouseGrab
# FOnMousePress
# FOnMouseRelease
# FOnMouseHold
# FOnMouseEnter
# FOnMouseExit
# FOnEditable
+ Ulregion()
+ Ulregion()
+ ~Ulregion()
+ GetActive()
+ GetName()
+ Clicable()
+ SetName()
+ SetActive()
+ SetBindLeftBorder()
+ SetBindRightBorder()
+ SetBindUpBorder()
+ SetBindDownBorder()
+ ResetBind()
+ SetCallbackOnMouseGrab()
+ SetCallbackOnMousePress()
+ SetCallbackOnMouseRelease()
+ SetCallbackOnMouseHold()
+ SetCallbackOnMouseEnter()
+ SetCallbackOnMouseExit()
+ SetCallbackOnEditable()
+ Update()
+ GetType()
+ ClickUpdate()
+ GetJson()
+ SetJson()
+ PostSetJson()
+ FindByName()
# OnMousePress()
# OnMouseRelease()
# OnMouseHold()
# OnMouseGrab()
# OnMouseEnter()
# OnMouseExit()
# OnMousePressOut()
            Button
     + text
     # HoverColor
     # TouchColor
     # NormalColor
     + Button()
     + ~Button()
     + Button()
     + SetNormalColor()
     + SetHoverColor()
     + SetTouchColor()
     + GetNormalColor()
     + GetHoverColor()
     + GetTouchColor()
     + OnEditable()
     + OnMouseExit()
     + OnMouseEnter()
     + OnMousePress()
     + OnMouseRelease()
     + Draw()
     + Update()
     + GetJson()
     + SetJson()
     + PostSetJson()
     # GetType()
              Tile
      + stat
      + type
      + firstStep
      + total_bombs
      + total_placed_flags
```

+ total\_opened\_tiles

+ OnMousePress()+ SetGameOver()

+ Boom\_queue

+ map

+ Tile()

+ isExist() + clear()

Rect

# m\_RectType
# m\_editState