ProfileEditLang

-profile: ProfileModel
-stage: scene2d.Stage
-inputProcessor: InputMultiplexer

+ProfileEditLang()
+dispose()
+show()
+hide()
+resume()
+pause()
+render(delta: float)
+resize(width: int, height: int)
+changedProfile()
+changedLanguage()

Controller

ProfileManagerObserver

ProfileEditObserver