TinyEngineRenderablel

+ TinyEngineRenderableI()+ ~TinyEngineRenderableI()

+ render()

update()

```
TinyEngineUI
# m_x
```

m_y # m_x_half

m_y_half # m_width

m_height + TinyEngineUI()

+ render() + update() + ~TinyEngineUI()

+ get_m_x() + get_m_y() + get_m_x_half()

+ get_m_x_half() + get_m_y_half() + set m x()

+ set_m_y()
and 6 more...