```
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_y_half()
    + set_m_x()
    + set m y()
      and 6 more...
  TinyEngineUITextBox
# m texts
# m outline color
+ render()
+ update()
+ ~TinyEngineUITextBox()
```

+ TinyEngineUITextBox()
+ TinyEngineUITextBox()
+ add_text()
+ get m outline color()

+ set_m_outline_color()