```
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...
    TinyEngineUIText
  # m text
  # m color
  + render()
  + update()
  + ~TinyEngineUIText()
  + TinyEngineUIText()
  + get_text()
  + set text()
```

+ get\_m\_color() + set\_m\_color()