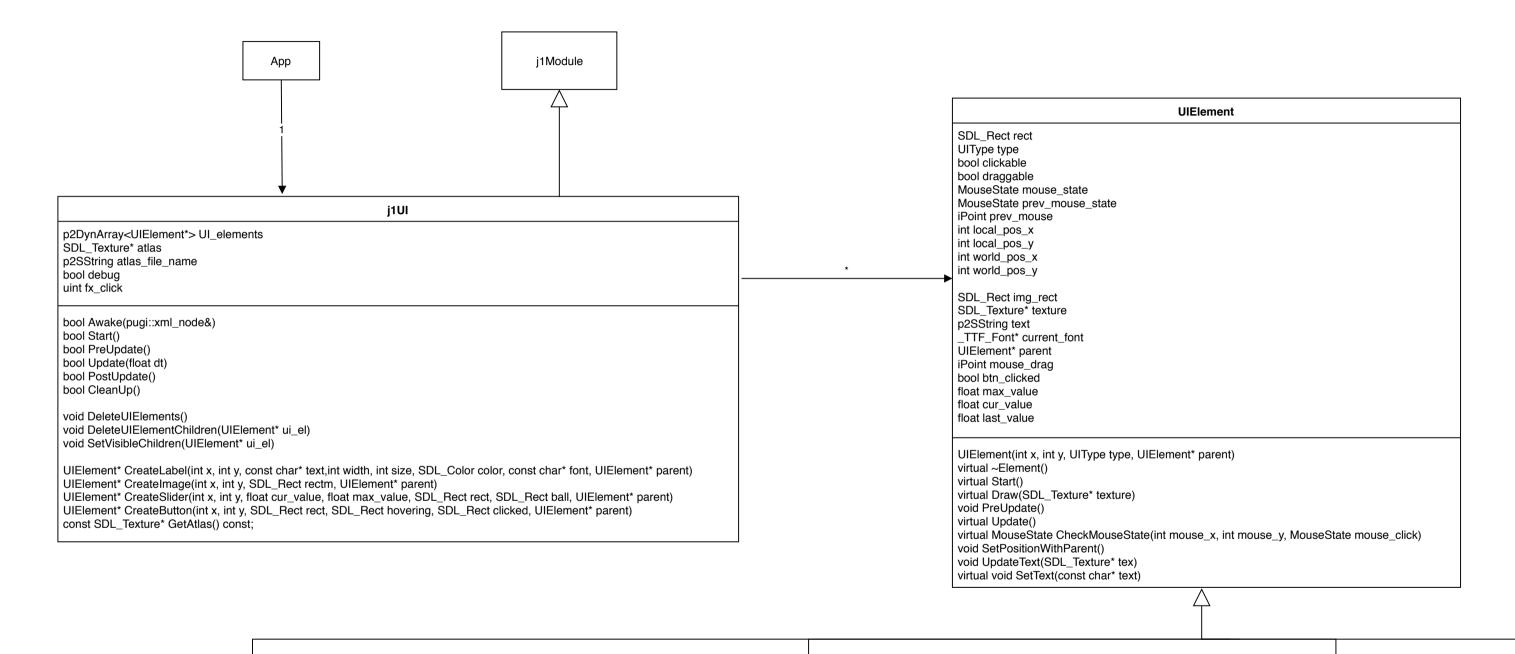
## UML - UI SYSTEM

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## UlLabel SDL\_Color color UlLabel(int x, int y, const char\* text,int width, int size, SDL\_Color color, const char\* font, UlElement\* parent); void Draw(SDL\_Texture\* atlas) SetText(const char\* text)

UIButton

SDL\_rect basic\_rect, clicked\_rect, hovering\_rect;

UIButton(int x, int y, SDL\_Rect rect, SDL\_Rect hovering, SDL\_Rect clicked, UIElement\* parent); void Update() void Draw(SDL\_Texture\* atlas)

## UISlider SDL\_rect bar\_rect, ball\_rect;

UISlider(int x, int y, float cur\_value, float max\_value, SDL\_Rect rect, SDL\_Rect ball, UIElement\* parent);

UISlider(int x, int y, float cur\_value, float max\_value, SDL\_Rect rect, SDL\_Rect ball, UIElement\* parent); void Update()

void Draw(SDL\_Texture\* atlas);

float GetSliderValue() const; void SetSliderValue(float value, float max\_value);

int world\_ball\_x, world\_ball\_y, local\_ball\_x, local\_ball\_y;

## Ullmage

UIImage(int x, int y, SDL\_Rect rect, UIElement\* parent); void Draw(SDL\_Texture\* atlas)