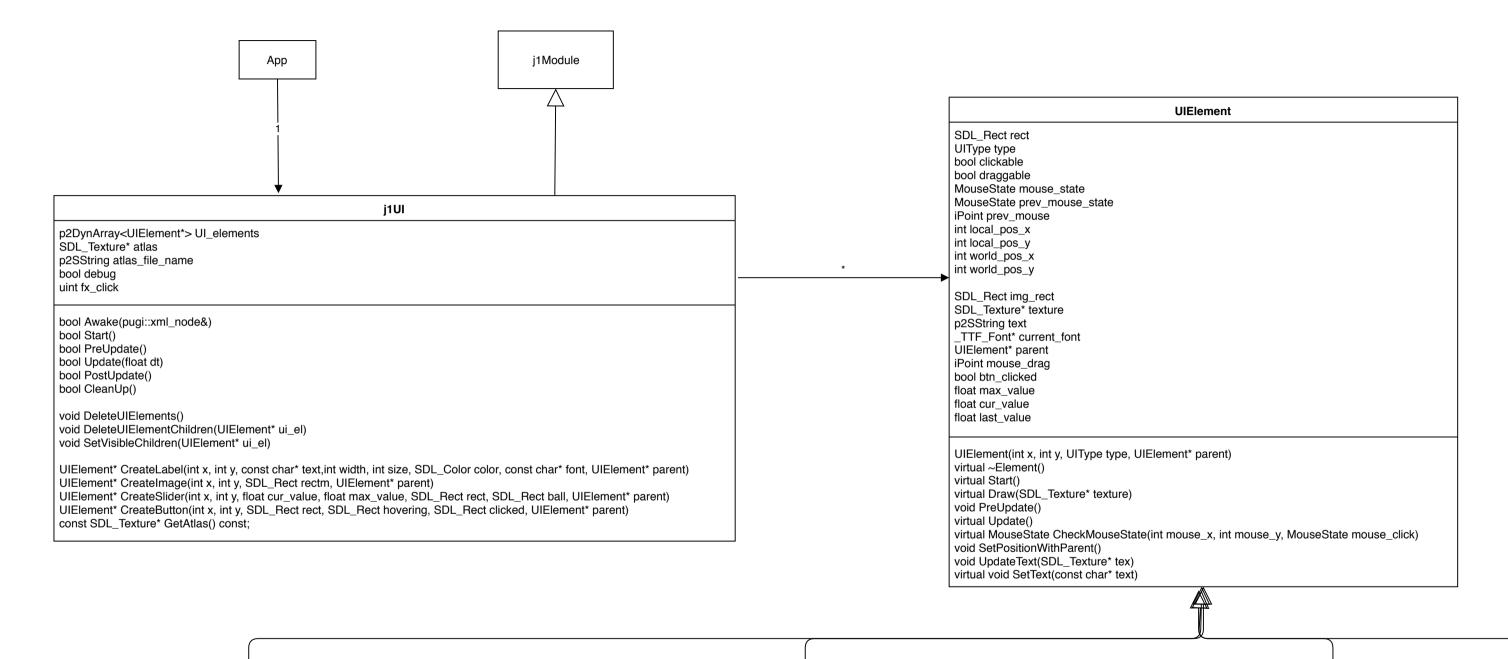
## UML - UI SYSTEM

Ricardo Gutiérrez Llenas Sergio Gómez Roldán



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

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

**UISlider** SDL\_rect bar\_rect, ball\_rect; int world\_ball\_x, world\_ball\_y, local\_ball\_x, local\_ball\_y;

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

void Draw(SDL\_Texture\* atlas);

float GetSliderValue() const: void SetSliderValue(float value, float max value);

Ullmage(int x, int y, SDL\_Rect rectm, UlElement\* parent); void Draw(SDL Texture\* atlas)

Ullmage