```
┌─────────────────────┐
│    UUserWidget      │
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UPlayerEditorWidget

+ FOnCloseButtonClicked OnCloseButtonClicked

+ FOnSaveButtonClicked OnSaveButtonClicked

UCheckBox * CCanMove

UCheckBox * CCanJump

UCheckBox * CCanFire

UButton * BClose

UButton * BSave

+ virtual void NativeConstruct () override

+ void SetBehaviorStats (bool CanMove, bool CanJump, bool CanFire)

+ void Exit()

+ void SaveStats()

#PlayerEditorWidget

UAdminManagerWidget

+ FOnAdminCloseButtonClicked OnAdminCloseButtonClicked

UEditableText * ESearchBar

UButton * BSort

UButton * BEditBehavior

UButton * BClose

UScrollBox * SListOfPlayers

UComboBoxString * OSearch Option

TSubclassOf< UPlayerPanel Widget > PlayerPanelWidgetClass

TSubclassOf< UPlayerEditor Widget > PlayerEditorWidgetClass

TMap< int, UPlayerPanelWidget * > MapOfPlayers

int PlayerIndex

int ActiveWidgetIndex

TArray< UPlayerPanelWidget * > SortArray

+ virtual void NativeConstruct () override

+ void SetPlayers()

+ void Search(const FText &Value)

+ void SortByCity()

+ void EditPlayerBehavior()

+ void SetActiveWidget (int Index)

+ void QuickSortA(TArray < UPlayerPanelWidget * > &Array, int Begin, int End)

+ int PartitionA(TArray < UPlayerPanelWidget * > &Array, int Begin, int End)

+ void ClosePlayerEditor()

+ void SavePlayerStats (bool CanMove, bool CanJump, bool CanFire)

+ void CloseAdminWidget()